

DUEL

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DUEL

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For Paul, who put up with me, and for Maggi. BH, 92.

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Free Bush's Brain!

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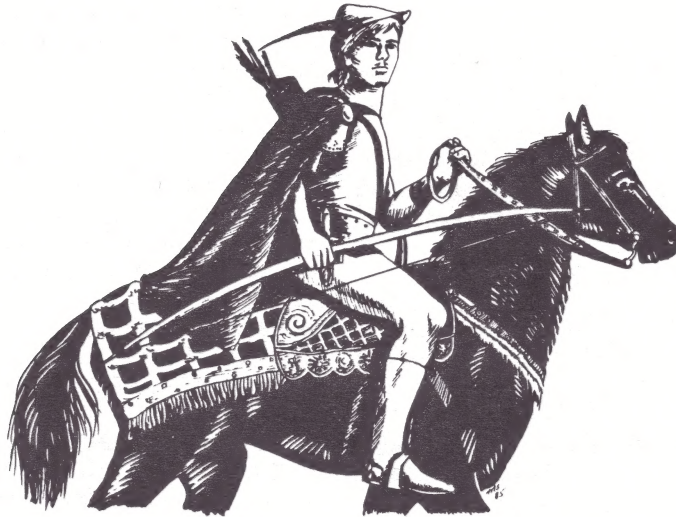
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If a tree falls in the woods, and no one is around to hear it, does anyone care?

The DUEL System



INTRODUCTION

Welcome to the multi-genre world of DUEL. DUEL is a role-playing game, set to simulate a fantasy world, and fantastic combat. As you read the rules, you'll find out more about what DUEL is, but first, let's find out what role-playing games are.

A role-playing game is a type of interactive story. One person, the game master (or GM) sets the plot of the story, but the rest of the people involved provide the characters (known as player characters, or PCs) that are the heroes of the story. It is almost like a round-robin story telling session, but in a role-playing game, the GM has control over what happens.

The GM will unfold the story for the players, and they'll run their player characters through it. Role-playing games provide rules for handling such things as combat, and other situations that require an impartial judgment when the PC succeeded or failed while attempting a task. Role-playing shouldn't be seen as a competitive venture, but as a cooperative one. The PCs may come into conflict with the GM's non-player characters (or NPCs) but everyone is there to have a good time.

A multi-genre game is one that has many settings. With these rules, you can play everything from Spies to Space Pilots, Mages to Martians, Detectives to Dark Avengers. Each genre (or setting) has a different set of rules that apply just to it. In the next few months, you will see these Worldbooks come out, each reasonably priced at under \$9.00.

DUEL is the fruit of over 2 years labor. We wanted a game that was simple to play, yet covered all possible situations. We feel we have now succeeded. Prepare for Adventure!

What are these dice, anyway?

DUEL uses dice to help with combat and skills, and you should be familiar with the type of dice the game uses. two types of dice are used: Five-Sided Dice (D5) and Ten-Sided Dice (D10). A D5 can be made by rolling a six-side die, and ignoring the 6. Or, a D5 can be simulated by rolling a D10, and halving the result, rounding up. D10s are available at most hobby stores.

When you roll dice, you might be asked to roll one or more of a given die type. Generally, the number of dice to roll is marked in front of the die type. So, if we wanted you to roll three five-sided dice, we'd write "Roll 3D5." (That's pronounced "three dee five.") Generally, though, you'll only be rolling one die at a time.

What is DUEL?

DUEL is a role-playing game that simulates man-vs-man and man-vs-monster combat. While the GM can and should, create horrible monsters and large armies for the PCs to fight, the thrust of the rules are one man vs. another. The system works best on a small scale, and we haven't provided any rules for large-scale warfare. We leave those to players who are interested in such things.

While this book is primarily focused on a fantasy genre, this system is really intended to work with any genre. The basics for everything you need are here. Superhero powers can be simulated using the Magic System, as can Cyberpunk enhancements, and high technology. Anything you wish to play can be done with these rules. We have even included a limited Gun list to whet your appetite. A more complete list will be included in MEGA-DUEL.

DUEL is intended to be an easy system to learn and play. We don't intend to bog the game (and the GM) down under a lot of rules. There are enough rules in this book to cover most situations. If you come across a situation that is not covered by the rules, you should improvise. Make it up as you go along. Often some of the best games start with great rules (such as these), and evolve beyond them as the players become more involved.

You will also see mention, multiple times, of MEGA-DUEL. It is the advanced rules for DUEL, and cover things like Critical Hits and Critical Failure, more skills, more spells, and more Guns! Be sure to look for it to be available in October 1992. While it is not NECESSARY for play of the DUEL System, it could enhance your game.

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Characters

The world of DUEL is populated by characters. There are two basic types. Characters that are controlled by the players are called, as mentioned above, player characters and usually are the focus of the stories. All the other characters are controlled by the GM, and are known as non-player characters. All characters have the same types of characteristics; player characters tend to be more fully fleshed out.

The rules for creating characters can be found later in this book. Right now, we want to introduce you to a nasty piece of work named Orvid. Don't be put off by all the numbers and such; they'll be explained later in the rules.

Orvid is a street tough who makes his living by intimidating people. He's tough, but not nearly as tough as he thinks. He'll run into bad trouble, one of these days.



Orvid:

BODY: 7
AGIL: 5
MIND: 4

Hit Points: 16
Movement: 6"

Skills:

Sword
Throw Knife
Streetwise
Pickpocket

Equipment:

2 Throwing Knives
Dagger

Orvid lives in a big town, and knows a small part of it. He's well-known where he hangs out, and is given a wide berth. One day, he decides to get a drink in his favorite tavern, the Green Cheese. Orvid has a few Ales before he notices the big, hulking barbarian chatting with Orvid's favorite barmaid. Orvid decides to do something about this. He wanders over to where Mykel, the Barbarian, is sitting, and tells him that he's sitting at Orvid's table. Mykel just gives the rogue a dead-eyed stare, and keeps drinking. Orvid gets a little upset at being ignored, and dumps his ale over the barbarian's head. Mykel roars with anger and jumps up, swinging at Orvid. Orvid jumps back and smiles, drawing his dagger. "Take a punch at me, will you? I'll carve your liver out, you big ox!" Mykel draws his dagger, and the two men begin circling one another.

Orvid takes a swing at the barbarian. He is skilled with his dagger, and has a 6 or less chance to hit. He is using his dagger, which adds +1 to his chance to hit, making it a 7 or less. Orvid's player rolls 1D10, trying to get a 7 or less. He connects with the big barbarian. His dagger does 1D5-2 points of damage. Orvid's player rolls 2 points of damage. Mykel is wearing light leather armor, which stops 1 point of the damage. Still, one point gets through, and the barbarian yells as the little thief nicks him.

Mykel swings back at Orvid. Orvid might have bitten off more than he can chew; Mykel needs a 9 or less with his dagger to hit. He stabs Orvid, hard. Because Mykel is so big and strong, he does an extra +1 point of damage, bringing his dagger damage up to 1D5-1. Mykel does 3 points of damage to the thief, a serious cut.

Next turn, Mykel goes first; he hits Orvid again, doing another 3 points of damage. Orvid stabs Mykel back, doing 2 points of damage. Orvid inflicts another hit point on Mykel, barely hurting him.

Again, the barbarian has the initiative, and again he stabs Orvid, doing 4 points of damage this time. Orvid has taken 10 out of his 16 hit points, and is in serious danger. Orvid swings at the barbarian again, and misses.

Orvid wins the initiative, and tries to finish off the big guy. He lands a deadly blow for 3 points of damage! Mykel's armor and size, allow him to ignore the blow, and strike, hitting Orvid for 3 more points of damage.

Orvid is getting weak, and thinks about running. But Mykel is too fast to let him escape, and lands another blow on the rogue, doing 4 points of damage. Orvid has now taken 17 out of 16 hit points, and drops to the floor, dead. There is a stunned silence for a moment, and then the bar breaks out in a cheer as the pretty barmaid moves over to tend to the big barbarian's wounds.

What just happened was that a NPC (Orvid) attacked a PC (Mykel). Mykel was much tougher than poor Orvid, and was able to finish him off, no problem. You've seen a little bit of how combat goes, and a very little of the rules behind it. Read on for more on how to build character, and how to have combat.

CHARACTERS

Building Characters

A character consists of Stats, Skills, and (optionally) Spells. A Character must have stats, usually has some skills, and may have spells. Of course, that puts a character in purely mechanical terms. A character also should have a personality, a background, a life and so forth. More on that later.

Unlike some other role-playing systems, DUEL doesn't saddle you with a random character. Instead, you get the opportunity to build your character, expending build points to buy stats, skills, and, if you want them, magic spells. You must make all the choices as to what goes into your character; you are the final arbiter of your character's make-up and fate. If this were the best of all possible worlds, you'd be able to build your character to be exactly as you want it; to be powerful, skilled, and strong. But this isn't a perfect world, and besides, powerful characters are boring.

Build Points

Your character starts with 35 build points. These can be spent in all kinds of interesting ways. But be careful! No character is going to be as good as you'd like it to be at the start. Don't go overboard on one stat at the expense of the others. While high stats may give you some bonuses, low stats can be quite crippling.

Before you start building your first character, take a look at the sample characters included with these rules, and read over the section on designing characters. This section will give you the mechanics of building a DUEL character; the Design Notes will give you some philosophy for designing and building *successful* characters. This section will also further introduce you to Mykel the Barbarian. You'll remember Mykel from the introduction. Mykel's the guy with the bad temper and a certain fondness for knife fights. Mykel's going to come along with us to help illustrate the right (and wrong) way to build a character.

Stats

DUEL characters have three main stats: MIND, BODY and AGIL. These help determine the physical and mental make up of your character. All DUEL stats start with a value of 0, and are bought up from there. There is no limit to how high a stat may go. There is, you will find, a practical limit, however. Balancing starting stats is going to be the first thing you will have to learn. To help you make your decisions, the three main stats are described in the paragraphs that follow.

MIND

MIND is a measure of your character's intelligence and mental quickness. A character with a high MIND is very bright, and good at doing a variety of things. This is reflected in the MIND Bonus Table. A number of the skills are based off of your character's Mind score, and MIND also limits the amount of magic your character may cast. The higher the character's MIND, the more magic the character can throw.



MIND also influences your ability to hit with ranged and magical attacks. This reflects the bonus that a quick, agile mind would give a character who is trying to hit a moving target. It's not *all* reflexes, you know. MIND doesn't do much for you in melee combat, though.

BODY

BODY is how strong and tough your character is. Characters with high BODY scores are physical studs, capable of great feats of strength and endurance. Characters with high BODY scores hit like a ton of bricks, too. This is reflected in the BODY Bonus Table. There are some skills that are based off of your BODY, but not all that many.

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BODY really helps you in melee combat. It is one of the factors that determines your ability to hit your foe, and can influence the damage you do as well. No self-respecting fighter should skimp on **BODY**.

AGIL

AGIL is short for agility, and it includes manual dexterity as well as overall agility. Characters with high **AGIL** scores are capable of moving gracefully and quickly. They also tend to be accurate in both range and melee combat. There are a number of skills that are based off of your **AGIL** stat.

AGIL is another one of the combat-effective stats. It helps influence *both* melee and ranged combat. Very high **AGIL** scores can also help your character avoid taking damage. **AGIL** is useful for all characters.

How Stats Are Used

The three main stats help generate two secondary stats, Hit Points and Movement.

Hit Points

Hit points are figured by adding all three main stats. This give your character a hit point total. Hit Points are explained in detail in the combat section, but, in brief, are the measure of how much damage your character can take before death occurs. The more Hit Points, the more damage. Hit Points may also be increased though the use of build points. See the section on Buying Stats for how this is done.

Movement

Your character's movement rate is determined by adding the **BODY** and **AGIL** stats, and dividing by two. The higher the number, the faster the character moves. Movement may also be increased through the use of Build Points; the information of how to do this is in the Buying Stats section.

A character may have a non-standard type of movement, such as swimming or flight. These types of movement start with a 0" base, and may be increased as described in the section on Buying Stats.

Stat Bonus

As mentioned above, having high Main Stats can get your character bonuses. As promised, here are the various Stat Bonus Tables.

MIND BONUS TABLE

STAT	BONUS
0-9	None
10	+1 to all skills
15	+2 to all skills
20	+3 to all skills
25	+4 to all skills
etc.	

BODY BONUS TABLE

STAT	BONUS
0-9	None
10	+1 Damage in Melee Combat
15	+1 to hit & +2 Damage in Melee Combat
20	+2 to hit & +3 Damage in Melee Combat
etc.	

AGIL BONUS TABLE

STAT	BONUS
0-9	None
10	-1 to received damage
15	-2 to received damage
20	-3 to received damage
etc.	

As you can see, having high stats can really help your character out! Unfortunately, high stats can get very expensive. Which brings us to our next subject...

Buying Stats

The cost for stats is very simple. Stats cost 1 Build Point per point of the stat up to a value of 5. After that, each point costs 2 points per stat point.

Hit Points may be increased at the cost of 1 Build Point per 2 additional Hit Points.

Movement may be increased at the costs of 1 Build Point per +1" of Movement. Other forms of movement, such as flight, swimming, teleportation and the like may be purchased at the cost of 1" of Movement per 1 Build Point spent. Needless to say, the GM may disallow certain types of movement.

Perception Rolls and Stat Rolls

At times during a game, the GM may ask for a Perception Roll, to find out if you can see something. Perception is based on your **MIND** Stat. Roll this number or less on 1d10.

This follows for regular Stat rolls as well. If you need to find out if the PC can lift a certain object, he should roll a **BODY** Stat Roll, rolling his **BODY** Stat, or less, on 1d10. If the object is particularly heavy, the GM may modify the roll. If you need to see if you can do a certain physical maneuver, you may need to make an **AGIL** Stat roll. If you need to remember a specific fact, you may need to make a **MIND** Stat Roll.

If the task is particularly strenuous, modification minuses are made to the base stat before the roll.

Mykel the Barbarian:

Let's take a look at good old Mykel, and how he spend his points. Mykel is a big strong fellow. Not too bright, but big and strong. Since Mykel is planning on being a melee fighter, not an archer or magic user, he doesn't feel that he needs a high

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MIND score. He'll give himself a fair AGIL score, and as high of a BODY score as he can reasonably afford.

Mykel isn't too bright, so he'll only give himself a MIND of 4. This costs our barbarian 4 Build Points. Mykel's reasonably agile, so he'll buy an AGIL of 6. This costs Mykel 7 Build Points. (1 Build Point for the first five points of AGIL, and two for the sixth.) This won't give Mykel any AGIL bonus, but it's a good starting point. Mykel wants to be very strong, so he'll buy a BODY of 10, making him an amazing physical specimen. This costs Mykel a whopping 15 Build Points. Since Mykel's BODY is 10, he'll get a +1 DAMAGE on all of his melee attacks. Mykel likes that. Mykel's main stats cost him a total of 4+7+15 or 26 points, leaving Mykel 9 Build Points to buy skills and magic.

Mykel will start with his MIND + BODY + AGIL in Hit Points. This gives him 20 Hit Points to start, which should be enough. Mykel's starting movement is equal to his (BODY+AGIL)/2, or 8". 8" of movement should be more than enough for the barbarian; very few foes will be able to escape him. Since Mykel comes from a land full of fast moving rivers, he will spend 1 Build Point to buy 1" of swimming.

Mykel's Main Stats look like this:

MIND	4
AGIL	6
BODY	10 (+1 Damage to melee attacks)

Hit Points:	20
Movement:	8"
Swimming:	1"

Cost of Main Stats: 27 Build Points.

Skills

Skills represent things your character knows how to do. This ranges from using a weapon to riding a horse to picking a pocket. If your character has any ability to do anything other than stand there and look stupid (standing there and looking good requires a skill) then he'll have the skills to reflect this.

Some characters have more skills than others. Fighters tend to be light on skills, as they are prone to spending their Build Points on their Stats. Mages are also often relatively unskilled; magic is expensive. Thieves and huntsmen and rogues and gamblers and doctors will tend to have a number of skills. It means that they will suffer elsewhere, initially, but that's the way it goes. No one can afford a character that can do everything.

How Skills are Used

Skill rolls are made whenever the character declares he is using a skill. The GM may also call for the character to make a skill check, if the situation warrants it. This is often done for characters with Riding Skill, for example, to check their move over difficult terrain.



All skills are based on one of the three Main Stats. Some of the more difficult skills are based on the average of two of the Main Stats. Very difficult (and rare) skills may be based on the average of all three of the Main Stats.

A character's starting skill roll is equal to the stat(s) in question divided by two. For example, Mykel the Barbarian purchases the skill Riding. Riding is an AGIL based skill. Since Mykel has an AGIL of 6, his Riding Skill Roll would be a (6/2) or 3 or less. Not too great, but enough to get him around.

All skills rolls are made with a D10, with the character trying to roll less than or equal to his skill roll. A roll of 1 will always make the skill roll; a roll of 10 will always fail the skill roll. In Mykel's case, he would need to roll a three or less on a D10 to successfully do a bit of difficult riding.

Often times, just having the skill will be enough to allow your character to get by. Since Mykel has Riding, he's able to ride a horse under normal conditions without having to make a skill check. If he tries something tricky, like fighting from horseback or riding up a mountainside, that's when the GM would have Mykel roll against his skill.

The GM may assign penalties or bonuses depending upon the circumstances. Having a really well trained horse, for example, might get you a bonus on your riding roll. Riding bareback, on the other hand, would bring you some kind of penalty. Some common examples of bonuses and penalties might be:

Attempting a very difficult task	-2
Attempting an almost impossible task	-6
Attempting an easy task	+2
Extreme conditions for using skill (such as using a non-combat skill in combat)	-1 to -2
Having good equipment	+1 to +2
Having poor equipment (Obviously, not all skills need equipment)	-1 to -2
Taking a lot of extra time	+2
Taking extra time	+1

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A character may also buy up a skill roll. The cost for this is 1 Build Point for each +1 to a given skill. A character may only buy a maximum of +5 to any given skill.

Type of Skills

Skills can be broken down into two types: Combat Skills and non-Combat Skills. Combat skills are just that, skill with various weapons. Non-Combat skills are everything else.

The skill rolls for Combat Skills are different than mentioned above. See the Combat Section for how Combat Skills work.

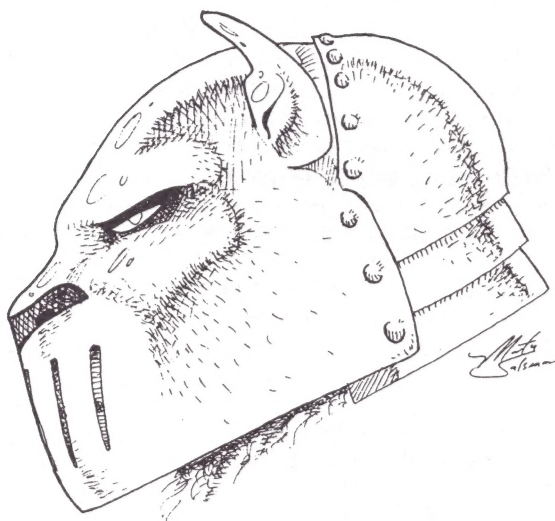
Buying Skills

Skills cost 1 Build Point each, +1 to the skill roll for each addition Build Point invested. A skill may have a maximum of +5 to the roll. If the character does not have a skill, he may not attempt to perform the actions the skill covers. A kind GM may give a character a very small (half normal) chance of success for skills that aren't too technical in nature. A character attempting to use a weapon that he does not have skill with does so at half the normal chance of success.

Well, now you know how to buy them and how to use them. It's time for the Skill List! And so, without any further words...

The Skill List

Name	Type
Acrobatics	AGIL
Acting	MIND
Animal Trainer	MIND
Armorer	BODY
Axe	Combat
Bow	Combat
Bribery	MIND
Bureaucratics	MIND
Climbing	BODY+AGIL
Club	Combat
Concealment	MIND
Contortionist	AGIL
Conversation	MIND
Courtly Graces	MIND
Crossbow	Combat
Cryptography	MIND
Disarm Trap	AGIL+MIND
Disguise	MIND
Flail	Combat
Forgery	MIND+AGIL
Gambling	MIND+AGIL
Interrogation	MIND
Knife	Combat
Lance	Combat
Lockpicking	AGIL
Lore	MIND
Mace	Combat
Martial Arts	Combat
Medic	MIND
Mimicry	MIND+BODY
Navigation	MIND
Oratory	MIND
Persuasion	MIND
Pick	Combat
Pickpocket	AGIL
Polearm	Combat
Quarterstaff	Combat
Riding	AGIL
Seduction	MIND+BODY
Shadowing	MIND+AGIL
Shield	Combat
Sling	Combat
Spear	Combat
Stealth	AGIL
Streetwise	MIND
Survival	MIND+BODY
Sword	Combat
Throw Axe	Combat
Throw Knife	Combat
Throw Spear	Combat
Tracking	MIND
Trading	MIND
Ventriloquism	MIND+BODY
Weaponsmith	BODY+AGIL
Whip	Combat



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Skill Descriptions

Acrobatics: This skill allows the character to do rolls, flips, jumps, and all of the other usual carrying on you'd expect an acrobat to do. A character may use this skill to roll to his feet if he is knocked down or thrown from a horse.

Acting: This skill allows the character to hide his emotions and feelings behind a facade. It also will allow the character to change his speech patterns and physical mannerisms. It's a good thing for professional liars and gamblers to have. It helps actors out as well. A character with this skill can assume a new roll, and pass for someone else. Disguise Skill complements Acting rather nicely.

Animal Trainer: This skill allows the character to train animals. This can range from breaking a horse to the saddle to training a sheep dog or performing monkey. Whenever the trained animal is called upon to do something extraordinary, the Animal Trainer Roll should be checked. The skill roll should also be checked when the animal is first trained. Remember that training an animal takes a long time.

Purchasing this skill allows the character to train one type of animal (horses, dogs, camels, monkeys, etc.) Each additional type of animal the character wishes to know how to train costs 1 Build Point. Bonuses for each separate type of animal are purchased separately.

Armorer: The character with this skill is proficient in the construction and maintenance of various forms of armor. Keep in mind that making armor and performing major repairs to armor take a fair amount of equipment. Doing basic repairs and maintenance of armor takes very little equipment.

Axe: This combat skill allows a character to wield axes of all sorts.

Bow: This combat skill allows a character to use bows.

Bribery: The character is skilled in bribing people, at identifying those people who appear to be "briable," and at determining the proper amount of money (or whatever) to offer. A failed Bribery skill roll can have amusing results. A '10' on a Bribery Skill Roll can have disastrous results.

Bureaucratics: A character with this skill is adept at handling the various clerks and bureaucrats that can make living in an organized realm tiresome. This skill allows the character the knowledge of how to deal with the bureaucrats, how to butter them up, and how to get things done in a bureaucracy. Naturally, Bribery Skill can make using the Bureaucratics Skill a lot easier. However, a character with Bureaucratics should not have to resort to bribery to get things done. When using the Bribery Skill with this, add the bonuses from the Bribery Skill to this for that roll.

Climbing: This skill allows the character to climb sheer walls and surfaces. Very long climbs might require multiple skill checks. And no one is going to be a real speed demon when going up and down those castle walls. However, in circumstances when the front door just will not do, this is the skill to have.

Club: This combat skill allows the character to use all sorts of clubs.

Concealment: The character with this skill is knowledgeable about how to hide things, both in rooms and on the person. And how to find things, as well. A great skill for anyone who wants to loot ruins, smuggle treasure, or act as a customs agent.

Contortionist: This skill allows the character to do very painful looking things with his body. Moves that would not normally be possible can be done if this skill is used. Naturally, impossible contortions cannot be done with this skill, but *almost* impossible ones can be. Very handy for slipping out of ropes, chains, through tight openings and the like.

Conversation: The character is a skilled conversationalist, and is good at getting people to inadvertently blurt out information without the target realizing that he's just let the cat out of the bag. Very useful for diplomats and lawyers. A character with this skill is less likely to fall victim to someone else using it.

Courtly Graces: The ability to function in court situations, and deal with nobility. A must for anyone of station, or anyone who has to deal with people of station on a regular basis.

Crossbow: This combat skill allows the character to use crossbows.

Cryptography: A Character with this skill is adept at creating and deciphering codes and ciphers.

Disarm Traps: This is the ability to disarm traps and deadfalls. It also allows the character to set up traps, if that is desired. A character with this skill knows the most likely places for traps to be set up in, but Concealment skill is needed to find well-hidden traps.

Disguise: This skill allows the character to change the way that he (or someone else) looks. Very good for the times when you're on the lam. Amazing results can be achieved by the expert with very little equipment. This skill is also good for helping to spot other people in disguise. Acting compliments this skill quite well.

Flail: This combat skill allows the character to use flail weapons.

Forgery: A character with this skill can forge all kinds of useful documents. Naturally, the more important the document is, the more carefully it will be looked at, and the harder it is to forge. A character with this skill is more likely to spot forgeries.

Gambling: This skill allows a character, through a combination of knowing the odds and cheating, to win more often than he should at games of chance. Under the principle of "it takes one to know one," a character with this skill is also pretty good at spotting other people who are cheating.

Interrogation: Also known as torture. A character with this skill is very good at forcing information out of people. This is not a skill that can be used on someone who is at liberty (not

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already tied up). Envision dungeons full of hideous implements, and you'll have a good idea of the tools of the trade. Not a skill for the pure of heart.

Knife: This combat skill allows the character to use knives and daggers in melee. Throwing knives is a different skill.

Lance: This combat skill allows the character to use a lance. Riding skill is strongly suggested to complement this particular weapon.

Lockpicking: The art of opening locks without a key. Handy for thieves and other adventurer types.

Lore: This isn't a single skill, really, but a catch-all for those useful Lore's that priests, mages, bards and the like should know. The character needs to choose a specific subject for this skill. A priest may buy Lore: Theology of (God), a mage might buy Lore: Demonology, a bard might buy Lore: Legends (and Songs), a fighter might buy Lore: Famous Warriors -- the possibilities are endless. This skill may be purchased more than once by a given character if there are a number of subject that character wishes to be knowledgeable about.

Mace: This combat skill allows the characters to use maces and hammers.

Martial Arts: This combat skill allows the character to use unarmed combat techniques. The effect is +2 to-hit, and 1d5-1 damage. May only be bought once.

Medic: A character with this skill knows how to bind up wounds, stop bleeding, and cure the more common ailments that might plague people. Medical sciences being what it is, the cure can often be more painful than the malady. But it sure beats bleeding to death.

Mimicry: This skill allows the character to imitate sounds and voices. Long exposure to the sound the character is attempting to duplicate is a plus. +1 for each hour spent listening to the source person/sound.

Navigation: A character with this skill is good at finding his way around. On land or on sea, this skill makes cross-country travels a whole lot safer. Of course, a missed skill roll could lead to some interesting result....

Oratory: The skill of giving speeches. A character with this skill is very adept at making speeches to inspire and stir the listeners. Good for generals and rabble-rousers. A skilled orator can change the mood of a crowd, and cause them to go off and do things that they would not normally do.

Persuasion: A personal version of Oratory. Persuasion can be used to convince another character of something, be it true or untrue. Unlike Oratory, it can only be used on one or two targets at a time. But it can be much more effective. Persuasion can be fast talk, or carefully thought out rhetoric. Anything to make the other guy see your point of view.

Pick: This combat skill allows the character to use military, mining, and any other kinds of pick weapons.

Pickpocket: A character with this skill may slit purses, pick pockets, and perform other, useful bits of sleight of hand. Most of these go towards helping enrich the character. This skill can also be used to perform simple bits of sleight of hand to entertain or amuse an audience. Or to slip a poison pill into a glass of wine. A character with this skill is also talented at spotting its use.

Pole Arm: This combat skill allows the character to use glaives, pikes, lucerne hammers, and other pole arms.

Quarterstaff: A character with this skill may use quarterstaves.

Riding: This skill allows the character to ride horses (or whatever the local riding beast is). The character is knowledgeable about how to prepare the beast for riding, and can ride under normal conditions with no penalties. Extreme conditions or terrain may require that a skill roll be made.

Seduction: A character with this skill is very good at chatting up members of the opposite sex. The character is a skilled flirter, and, providing the skill roll is made, will rarely have to spend the night alone. This is a very dangerous skill to miss your roll on; it is even more dangerous to roll a '10' while attempting to seduce someone. Details are left up to the GM.

Shadowing: The ability to follow someone without being seen or noticed. Also the ability to notice someone following you. Naturally, conditions can modify the skill roll greatly. Following someone on a crowded street is easier to do than following someone down a deserted alley.

Shield: The ability to use shields. Very useful for both ranged and melee combat. If a character has it, that character may use shields effectively in battle. If a character does not have the skill, that character may use shields, but they only get half of the defense. The ability to use a shield may not be improved.

Sling: This combat skill allows the character to use sling weapons.

Spear: This combat skill allows the character to use spears in melee. Throwing spears is a separate skill.

Stealth: The ability to move unseen and unheard. Your basic sneak skill.

Streetwise: A character with this skill is adept at moving through the underworld of cities and towns. Use of this skill allows the character to find illegal goods and services, and to move amongst the criminal element unhindered. Well, unhindered until he does something stupid, anyway.

Survival: The ability to live off the land, to hunt game, to improvise and erect shelters. In general, staying alive in the great outdoors. Naturally, some terrain (such as sea or desert) may not support the uses of this skill as well as others.

Sword: The ability to use swords of all sorts.

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Throw Axe: This combat skill allows the character to throw small hand axes.

Throw Knife: The ability to throw knives with some accuracy.

Throw Spear: This combat skill allows the character to use thrown spears.

Tracking: The ability to follow tracks or footprints left on the ground. Also the ability to hide your tracks. Tracking may be nearly impossible to use in some settings (such as cobblestone streets).

Trading: This skill allows a character to wheel and deal to get the best price for goods or services. Since few things have a fixed cost, Trading is very useful for saving money. If both parties have the skill, give a break to the person who makes the skill roll by the most.

Ventriloquism: The ability for the character to throw his voice a short distance. The farther away the character wants to throw his voice, the more difficult it is.

Weaponsmith: This skill allows a character to make and fix weapons of various sorts. Most construction and major repairs require a lot of non-movable equipment, such as a forge. Minor repairs may be done in the field.

Whip: This combat skill allows the character to use whips in melee combat.

Inventing Your Own Skills

The skills listed in these rules are by no means exhaustive. Often you'll want a character to have a skill that is not on the list. Fortunately, it is very easy to invent new skills.

Combat skills are the easiest. Simply define the weapon type (such as Pistols) and charge the character 1 Build Point. Easy as pie. (By the way, who ever said pie was easy?)

Non-Combat skills take a little more thought. You must decide which stat, or combination of stats the skill is based on. A simple rule of thumb: The harder the skill is to do, the more stats it should be based on. Look at the effect of the skill to figure out which of the Main Stats would influence the success of the skill. Base the skill off of those stat(s). Remember that all Non-Combat skills cost 1 Build Point.

Upcoming Worldbooks will also have new skills listed, as appropriate.

Mykel the Barbarian

When we last left Mykel, he had his Main Stats, but no skills. Mykel had cleverly kept back 8 Build Points to purchase his skills with. Now, he's going to spend them.

Mykel is a warrior, first and foremost. And warriors need to know how to use weapons. So Mykel will spend 1 Build Point

on Sword Use, and 1 Build Point on Knife Use. Mykel wants to know how to ride a horse, so he'll spend a Build Point on Riding.

Mykel is a barbarian, and he spends a lot of time outdoors. So he'll spend 1 Build Point on Survival, and another on Tracking. Mykel won't be very good at these skills, but what the heck. He'll also spend one Build Point on Stealth.

Mykel has spent six of the eight Build Points he had saved. Looking over his character sheet, Mykel's player decides to round out his Combat Skills. He'll spend 1 Build Point on Thrown Knife, and 1 Build Point on Spear Use. Mykel is done buying his skills.

Mykel's Character Sheet so far:

MIND	4
AGIL	6
BODY	10 (+1 Damage to melee attacks)

Hit Points:	20
Movement:	8"
Swimming:	1"

Cost of Main Stats: 27 Build Points.

Combat Skills:

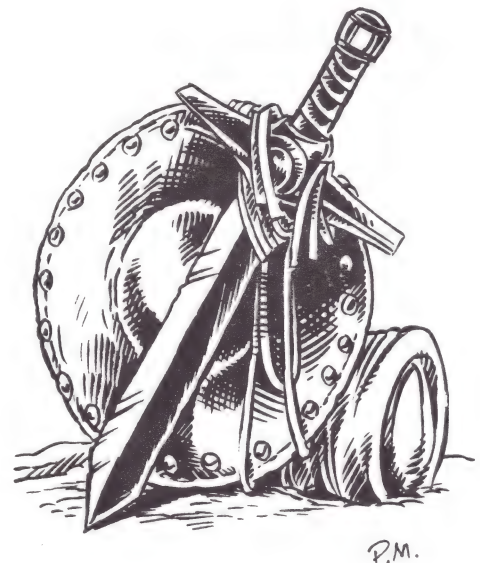
Knives
Swords
Spears
Throw Knives

Non-Combat Skills:

Riding (3 or less)
Stealth (3 or less)
Tracking (2 or less)
Survival (3 or less)

Cost of Skills: 8 Build Points.

Total Cost of Character: 35 Build Points.



The DUEL System



MAGIC

The heart of any good fantasy world. Magic in DUEL is powerful, but also quite expensive. Magical power can come from many sources. Wizards get magic through long study, priests get magic from their gods, dabblers may get magic from items. Still others may get magical powers by bargaining away their souls, or other things, to very powerful beings (and once in a while, out of a gumball machine!). Wherever it comes from, it all works pretty much the same.

How Magic Works

In DUEL, Magic has five basic affects, or Aspects. Each of the Aspects has a different effect. By using (and sometimes combining) these Aspects, a magic-user is able to cast powerful spells. But the amount of power a magic-user can wield depends upon that character's MIND. This is discussed in greater detail later on. The five Aspects of magic are **Fortification**, **Alteration**, **Vigor**, **Journey**, and **Enhancement**.

The Aspect of Fortification

This Aspect allows the magic-user to draw upon the power to temporarily raise one (or more) of his Main Stats. The magic-user may also lower his Main Stats with the power, but why would he do that?

The Aspect of Alteration

This Aspect allows the magic-user to raise or lower another's Main Stats. Naturally, if the target is an unwilling one, a to-hit roll must be made in order for the spell to succeed. If the target is a willing one, no to-hit roll is needed, provided the target is not in combat.

The Aspect of Vigor

This Aspect allows the magic-user to raise or lower his own, another's, or an object's Hit Points up or down. This is how magical healing is done. It is also how magic inflicts damage on a foe. If the target is an unwilling one, a to-hit roll must be made in order for the spell to succeed. If the target is a willing one, no to-hit roll is needed, provided the target is not in combat.

The Aspect of Journey

This Aspect allows the magic-user to raise or lower his own or another's Movement rate. Very handy for those pursuit situations. Of course, If the target is an unwilling one, a to-hit roll must be made in order for the spell to succeed. If the target is a willing one, no to-hit roll is needed, provided the target is not in combat.

The Aspect of Enhancement

This Aspect allows the magic-user to raise or lower the Main Stats of an object. With this Aspect, the magic-user may cause a piece of paper to become an impenetrable barrier, or cause a castle wall to crumble.

Buying Magic

Magic isn't cheap. But it can be worth it. Basically, 1D5 of a given Aspect will cost 5 Build Points. Magic can also be purchased to affect an area. To have an Aspect affect an area costs 1 Build Point for every 1 square inch the Aspect can effect.

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The maximum number of D5s a character can have in an Aspect is equal to (MIND/2), rounded up. The maximum area a character can affect is equal to the character's MIND. Also, the most D5s a character can throw at any given time is equal to the character's (MIND/2), again rounded up.

Spells

Magic-users don't throw around Aspects. They use spells. A spell is, quite simply, a number of dice of one or more Aspects with defined special effects. Spells have no cost, and have no real game effect. But they do add flavor. For example, a wizard with 2D5 of the Aspect of Vigor may cast Pillar of Fire in combat, while a priest might cast Finger of Doom. The priest may go to town with healing spells, while the wizard's player may decide that healing spells are beneath his notice, and not cast any.

What follows are some examples of how to write up spells. This is not meant to be an exhaustive list, by any means. We are just trying to show you what can be done with the magic systems. Some of the spells may have some limitation or special conditions that they don't work under. That is just an attempt to interject some flavor into them, really. The GM should encourage the players to be creative with their spells, and reward them for being innovative.

As mentioned above, some spells have been given some rather minor limitations. These really add flavor to the game. A particularly inventive player can be rewarded by the GM for a special effect, in the form of a +1 or +2 "to-hit" with a spell. This is left to the GM's discretion.

Effects of Spells

While most of the effects of spells are obvious, some minor elements may not seem so.

If Main Stats are drained by the Attacker (using the Aspect of Alteration), these Stats return at the rate of 1 per minute of game time (unless some other effect is mentioned).

If the Aspect of Alteration is used on an object, the Stats adjusted will return to normal at the rate of one per minute, for each stat so adjusted.

If the Aspect of Vigor is used to destroy an object, that stat does not return. If the Aspect is used to build up an object, the points dissipate at the rate of one per minute.

Mental Powers and spells work in a very different way. To be successful in a Mental Attack, you must overcome the target's MIND stat with the dice you roll in the spell. In the event of Telepathy, there is a modifier. If the target is willing, the number necessary is HALF of the target's MIND stat.

Certain Spells are extremely weird, and have to be built very carefully. Some examples follow.

Telepathy is really a form of movement, thus making it subject of the Aspect of Journey. (The message, in effect,

moves to the other character's mind.) The character is able to contact any character within sight, and any character within a radius of miles equal to their MIND stat. To communicate with a willing target, the character must make a Mental "to-hit" roll, doubling his MIND Stat for this to-hit roll. If the receiving character is unwilling, then the to-hit roll is made normally.

Precognition is handled the same way. Visions of tomorrow are really just memories sent back from the future. They must travel, thus they are also subject to the Aspect of Journey. The GM will set a difficulty number secretly, and you must roll the d5s against this number. The degree of success is determined by how close you came to the difficulty number.

Mind Control is really a form of the Aspect of Alteration. In order to take over someone's mind, you really have to rip out what they have already, then rebuild it in your image. To succeed in this attack, first make a normal Mental Attack. With a successful to-hit, you then need to succeed in taking over their mind. Total up all the dice involved in the Mind Control attack. The total must be more than the target's MIND stat. If it is, you succeed. The you have another hurdle. The number by which his original stat is exceeded is how much intelligence the controlled individual can exert. If the total you exceed by is equal to his original stat, the target can act as intelligently as before. If the overflow is only half of the original stat, then the controlled person is only able to carry out simple tasks. If the overflow is less than half, the controlled target is really only able to sit, gurggle, and suck his thumb. The number of d5s used in the attack is the number of minutes of control the attacker may exert, before the Controlled character returns to normal.

To break out of this Mind Control, you (as the target) get one chance per turn to break out. Remember the new MIND Stat that was created above when the Mind Control took place? You need to roll this modified MIND Stat, or higher, on 1d10. Once you have done this, you are free.

When creating Spells, try to remember the Medieval mindset. A person was a whole, and they were not sure where things were located. Some even believed that the soul resided in the chest, others the head, and still others thought the foot (I read that somewhere...). You can't create a spell to suddenly raise the temperature of someone's brain, for instance, because you wouldn't be real certain that A) it was there and B) that it would have an effect.

As the main watch word, try not to take advantage of the modern knowledge you possess too much. Just because YOU know that Plutonium makes a nuclear bomb doesn't mean that Ufgar the Mage has a clue what to do with the glowing rock.

More esoteric spells are described after the Spell List.

Example Spell List

Mystic Bolt: The magic user calls upon the Aspect of Vigor to smite his foes. The Mystic Bolt is one of the easiest attack spells to learn. It requires that the magic user have 1D5 of the Aspect of Vigor, and does 1D5 of damage.

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Fireball: As complicated as the Mystic Bolt is simple. Once again, the Aspect of Vigor is employed, but with much more devastating effects. Fireball requires that the magic user have 3D5 of Vigor that can affect a 7 square inch area. The area is generally a circle, and 7 square inches will form a nice one on a hex map. The Aspect of Vigor is employed to lower the opponents' hit points. Fireball will do 3D5 damage to everyone within the target area!

Fingers of Fire: The magic user shoots small bolts of fire at his target to wound and kill. Fingers of Fire requires the magic user to have 2D5 of the Aspect of Vigor, and does 2D5 damage.

Storm: Here the magic user calls up a small storm to confound and wound his enemies. Priests of the god of weather often use this spell. This spell requires that the magic user have 1D5 of the Aspect of Alteration and 1D5 of the Aspect of Vigor. Both Aspects should be able to affect a 2" area. The Aspect of Alteration is used to lower the targets' AGIL, and the Aspect of Vigor is used to damage the targets. A very flashy spell.

Dimension Door: The magic user opens a portal to transport himself and those close to him a short distance. The Aspect of Journey is used to give the mage the ability to teleport -- move to a new location without crossing the intervening space. Dimension Door requires that the magic-user have 2D5 of the Aspect of Journey that can affect a 3" area.

Wall of Force: The Aspect of Enhancement is called upon to turn air into a strong wall. This spell requires that the magic user have 2D5 of the Aspect of Enhancement that can affect a 2" area. When the spell is cast, the air is granted 2D5 of BODY, making it into a temporary wall. If the mage hides behind this wall, it will help shield him from damage. It can, of course, be smashed by doing all of its hit points in damage.

Cure Minor Wounds: A priestly spell that uses the Aspect of Vigor to heal. This spell requires that the priest have 1D5 of the Aspect of Vigor, and will heal 1D5 of lost hit points. It will not raise someone's hit points above their normal maximum.

Cure Major Wounds: Another priestly spell of healing. Cure Major Wounds requires that the priest have 2D5 of the Aspect of Vigor, and heals 2D5 of lost hit points. Like Cure Minor Wounds, this spell will not raise someone's hit points above their normal maximum.

The Great Heal: A very useful healing spell. The Great Heal requires that the priest have 2D5 of Vigor that can affect a 3 square inch area. This spell will restore 2D5 of lost hit points to all within its area. Very useful for getting a party up to full health, fast. Like all priestly healing spells, this spell will not raise someone's hit points above their normal maximum.

Flight: The Aspect of Journey is employed to grant the magic user, or whoever the magic user casts the spell on, the power of flight. This spell requires that the magic user have at least 2D5 of the Aspect of Journey. When cast, the spell grants whoever it is cast on 2D5 in inches of flight. They would be wise to make sure that they are on the ground when the spell

wears off. The spell lasts one turn for each d5 used in casting the spell.

Slow Spell: This area spell is used to slow charging fighters so that the mage may flee, or kill the fools at his leisure. Slow Spell demands that the magic user have 3D5 of the Journey Aspect that can affect a 3" area. This spell will drain 3D5 of ground movement from anyone caught within its area.

Paralyze: A single target version of the Slow Spell. This spell requires that the magic user have 2D5 of the Aspect of Journey. If the magic user hits his target, the target will lose 2D5 of ground movement. It only takes one or two shots to freeze an opponent completely in his tracks.

Lightning Bolt: A very powerful single-target attack spell. Lightning Bolt needs the magic user to have 3D5 of the Aspect of Vigor. It will do 3D5 hit points of damage to any target struck by it.

Curse of Weakness: This spell employs the Aspect of Alteration, and requires that the caster have at least 2D5 of that Aspect. When cast at an opponent, it will cause him to lose 2D5 of BODY.

The Incantation of Clumsiness: The Aspect of Alteration is used to make a foe less agile, and thus much less dangerous in combat. The spell requires that the magic user have 2D5 of the Aspect of Alteration. When a foe is struck with this spell, he will lose 2D5 of AGIL.

Befuddlement: The Aspect of Alteration is employed to sap the intellect of a foe, making them less decisive and seriously weakening their ability to cast magic. Befuddlement is often the first spell cast in a DUEL between two mages. This spell requires that the caster have 2D5 of the Aspect of Alteration, and will drain 2D5 of MIND from anybody it hits.

Mind Devouring: A horribly effective spell, Mind Devouring drains the intellect of the target, and uses that power to increase the intellect of the caster. A difficult spell to cast, Mind Devouring requires 2D5 of the Aspect of Alteration, and 2D5 of the Aspect of Fortification. The Aspect of Alteration is used to drain 2D5 of MIND from the target, and the Aspect of Fortification is used to increase the caster's MIND by 2D5. However, the entire spell will only work if it hits the target. If the mage fails to drain his foe, his MIND will not be increased. Also, the attacker's MIND cannot be increased more than the amount drained from the target.

Intellect Enhancement: This spell increases the caster's ability to think and perform magic. It requires 2D5 of the Aspect of Fortification. When cast, this spell increases the magic user's MIND by 2D5.

Inner Strength: The Aspect of Fortification is used to increase the caster's strength, constitution, and fortitude. 2D5 of the Aspect of Fortification are required to cast this spell. When cast, the caster increases his BODY by 2D5 points.

Strength Spell: The caster uses his command of the Aspect of Alteration to aid his companions with combat. This spell

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requires 2D5 of the Aspect of Alteration that can affect a two square inch area. When cast, it will add 2D5 to the BODY of anyone in the area.

Grace: The Aspect of Fortification is used to make the caster more agile and dexterous. Grace requires the caster to have 2D5 of the Aspect of Fortification. When cast, Grace adds 2D5 to the caster's AGIL score.

Passwall: This spell requires that the caster have 3D5 of the Aspect of Enhancement. It is cast on a wall, and drains 3D5 of BODY. If the wall segment is drained to 0 BODY or less, a hole is created that the mage and his friends may pass through. As the wall recovers the drained BODY, the hole will slowly close. Give the wall 1 point of BODY back per combat turn, not per hour.

Finger of Doom: A clerical spell used to smite enemies of the church. Finger of Doom requires that the priest have 3D5 of the Aspect of Vigor that can affect a one square inch area. When cast, this spell will do 3D5 of damage to anyone caught in its area.

Cause Minor Wounds: Priest can also damage those who would defy their god and church. Cause Minor Wounds requires that the priest have 1D5 of the Aspect of Vigor, and drains 1D5 hit points from the target.

Pillar of Flame: The magic-user employs the Aspect of Vigor to wound his foe. This spell requires that the magic user have 2D5 of the Aspect of Vigor that can affect a one square inch area. The Pillar of Flame will do 2D5 damage to anyone caught in the area.

Haste: This spell requires that the magic user have 2D5 of the Aspect of Journey. When cast on the mage, or one of his friends, it will increase the target's ground movement by 2D5 inches.

Special Spell Creation -- "On The Fly"

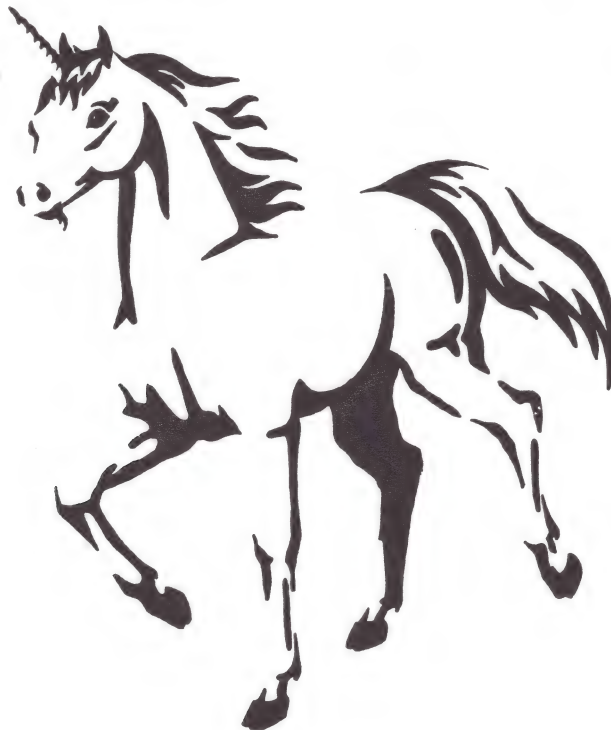
Certain spells are a bit more difficult to figure out. To aid you in this, we have the following notes.

Suppose you want a spell for Invisibilty. Invisibilty is making something unseen, thus lowering the visibility. In this game, this is like lowering a stat. Find the Aspect most appropriate (Fortification for self, Alteration for others, or Enhancement for things).

Next determine how many d5s you plan to use for this spell. Roll them, and this is the number of turns that the spell renders who\whatever invisible. The number of dice used is then subtracted from any opposing perception rolls to detect the invisibility.

Realize that all spells can be related back to one of the five Aspects. Its just that some of them require a little more creativity than others. Telepathy, for instance. When you have telepathic contact with someone else, technically the messages are traveling between the two people. Thus, the Aspect of Journey is the appropriate place to start. Since this is not really a combat spell, you have a range of your MIND stat, in miles, with no range modifiers. If the target is willing, no to-hit roll is necessary. The number rolled on the d5s is the number that may be contacted. If the target is not willing, then a to-hit roll is required. The number rolled on the d5s tells you how successful the message is. You must get at least half the MIND stat of the target for the message to get through.

Telekinesis is the Aspect of Journey applied to another object. A to-hit roll is required, and the number rolled on the d5s is the distance the target may be moved. The number of d5s is the number of times the weight of a man may be carried.



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Light/Darkness is the Aspect of Enhancement, because you are changing the air, to have more or less light. The total of the dice is the number of turns it will remain that way.

Create Food/Water can be handled in a similar way, with it again being the Aspect of Enhancement, and the numbers rolled on the dice being the number of people that may be fed from the food created.

The reason the Spells work this way, instead of with a specific list is this. You are able to tap into five energy streams. Each of these streams are capable of doing different things, in different ways. By using your mastery of these energy streams, you may tap into them, and manipulate them to your own ends. Since nothing in the universe is constant, the variability and availability can make the effect less than desired at times. Spells ARE created "on the fly" as this allows the player to attempt to come up with a spell that is needed at the time, rather than standing there saying "Well, I can't help. All I have left is Cure Spells. I guess the Minotaur is gonna eat us. Sorry!"

All the great movie and literature wizards always seemed to have just the right spell, at just the right moment. We wanted to be able to recreate that, rather than other games.

Equipment

Equipment is all of the wonderful things that help your character survive in the world. Weapons, armor, riding beasts, backpacks, blankets, cook pots -- all of that comes under this heading. Naked characters are not much fun under most circumstances (although there are times where it is preferred to be naked -- Ed.). They have to be properly armed and equipped to have an effect on most adventures.

Most equipment is easy to figure out in game terms. If a given piece of equipment has no effect on combat or movement, then it doesn't need game stats. Simply note the item on your character's character sheet, pay the money, and it is yours. Things like the aforementioned backpacks, blankets, cook pots, clothes, etc. fall into this category.

Riding beasts are a little trickier. They aren't inanimate objects, so they get write-ups, just like any monster or animal. They may require some equipment to make them work well (saddles and bridles really help your character when he is riding a horse, for example) but in general they work like any other item. Pay the money, note the beast on your character sheet, and you are done. Don't be surprised, though, if your horse starts to develop a personality of its own. They tend to do that.

Combat equipment is the most complex of all. Combat equipment includes all the weapons, armor and shields that your character (and other characters) might need in a combat. Combat equipment has its own type of game stats.

Weapons have two types of numbers associated with them. The first is the weapons Accuracy Modifier. This reflects how easy to use a given weapon is, and adds to your character's chance to hit. A positive number is good, a negative number is bad. The second number is the weapon's Damage. Damage is expressed in D5s, with a modifier. Once again, the more dice



and the more positive modifiers for damage a weapon has, the better.

Armor has one statistic and sometimes may have a second one as well. All armor has a Protection Value. This ranges from one to five, and reflects that amount of damage that the armor will absorb. Some armor, notably the heavier types, might have a Movement Modifier. This is the number of inches your character's Movement Rate is reduced while wearing the armor. This reflects that some armor is much heavier and/or bulky, and will slow your character down.

Shields, like armor, have one statistic, and may have a second. The first is in direct relation to the shield's size, and is known as the Shield Value. Shield Values range from one to four, and reduce your opponent's chance to hit your character. As always, the higher the number, the better (or bigger) the shield. Larger shields may reduce your character's movement, like armor. This will be reflected in a shield's Movement Modifier.

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Equipment List

Armor

Name	Protection Value	Move Mod.
Light Leather	1	0
Heavy Leather	2	0
Ring Mail	3	-1"
Chain Mail	4	-2"
Plate Armor	5	-4"

Shields

Name	Shield Value	Move Mod.
Small Shield/Buckler	1	0
Medium Shield	2	0
Large or Round Shield	3	-1"
Kite Shield	4	-2"

Melee Weapons

Swords:

Name	Acc Mod.	Dam	Notes
Knife	0	1D5-2	May be thrown
Dagger	+1	1D5-2	
Falchion	-1	1D5-1	
Shortsword	0	1D5	
Broadsword	0	1D5+1	
Longsword	+1	1D5	
Bastard Sword -1	1D5+2	One-Handed	
Bastard Sword 0	1D5+2	Two-Handed	
Greatsword	+1	1D10-2	Two-Handed

Axes:

Hatchet	0	1D5-2	May be thrown
Hand Axe	0	1D5-1	
Francisca	-1	1D5	May be thrown
Battle Axe	-1	1D5+2	One-Handed
Battle Axe	0	1D5+2	Two-Handed
Staff Axe	-1	1D10-1	Two-Handed
Great Axe	-1	1D10	Two-Handed

Maces:

Short Mace	-1	1D5-2	
Mace	0	1D5-1	
War Hammer	0	1D5	
Morning Star	0	1D5+1	
Staff Mace	-1	1D5+2	One-Handed
Staff Mace	0	1D5+2	
Maul	-1	1D10-1	Two-Handed

Flails:

Light Flail	-1	1D5-2	
Flail	-1	1D5	
War Flail	-2	1D5+2	One-Handed
War Flail	-1	1D5+2	Two-Handed
Great Flail	-1	1D10-2	Two-Handed

Clubs:

Name	Acc Mod.	Dam	Notes
Sap	-1	1D5-2	
Truncheon	-1	1D5-1	
Club	0	1D5	

Picks:

Small Pick	-1	1D5-1	
Military Pick	-1	1D5	
War Pick	-1	1D5+2	One-Handed
War Pick	-1	1D5+2	Two-Handed
Great Pick	-1	1D10-1	Two-Handed

Spears:

Short Spear	+1	1D5	Two-Handed, May be thrown
Boar Spear	+1	1D5+2	Two-Handed, May be thrown
Long Spear	+1	1D10-2	Two-Handed

Pole Arms:

Glaive	+1	1D5+2	Two-Handed
Pike	-1	1D10	Two-Handed

Lances:

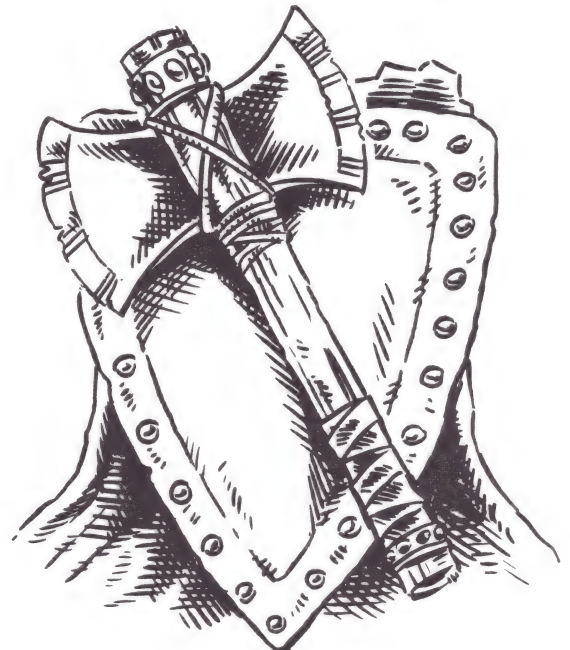
Lance	+1	1D10	One-Handed, MUST be used from horseback.
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Quarterstaff:

Quarterstaff	+1	1D5+1	Two-Handed
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Whips:

Short Whip	-1	1D5-1	
Bull Whip	-1	1D5+2	May not be used with a shield



The DUEL System

Ranged Weapons

Bows:

Name	Acc Mod.	Dam	Notes
Short Bow	0	1D5-1	Two-Handed
Heavy Bow	0	1D5+1	Two-Handed
Long Bow	+1	1D5+2	Two-Handed, May not be used from horseback

Crossbows:

Light Crossbow	+1	1D5-2	Two-Handed
Medium Crossbow	+1	1D5+1	Two-Handed, Takes one phase to reload
Heavy Crossbow	+1	1D10-1	Two Handed, takes two phases to reload, may not be used from horseback.

Slings:

Sling	0	1D5-1	One-Handed
Staff Sling	0	1D5+2	Two-Handed, may not be used from horseback.



Firearms

Ever since man first threw a rock, he's been looking for a better way to kill his foes without getting his hands dirty. Many concepts were discovered, refined, and, eventually, discarded as something new came along. The ultimate personal ranged weapon invented to date is the gun. Although Duel games generally take place in a world where gun power and gunsmithing have not been discovered, firearms can come in darn useful at times. "Low-tech" fire arms, such as muzzle-loading matchlocks and wheel locks can add an awful lot to a pirate setting, or to a campaign set in the time of the Three Musketeers. And high tech guns like the .357 can be alot of fun as well.

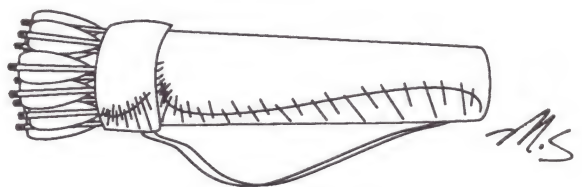
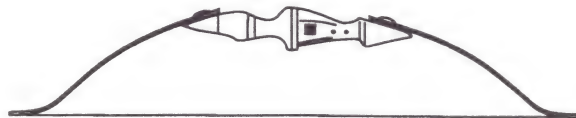
Firearms are very complex devices. They are hard to make, expensive to buy, and tough to maintain and use properly. If we made exceptions to our own rules, we'd charge 2 Build Points for Firearm skill. But since we like to keep everything simple, we just charge 1. Below is a very brief list of common firearms. Firearms work like any other ranged weapons, and follow all of the normal rules for ranged weapons. This list ignores large field-pieces, such as cannon. This list is not meant to be exhaustive; we just wanted to present a couple of firearms write-ups. A more complete list will be presented in MEGA-DUEL, as well as in any Worldbook where appropriate.

Pistols:

Matchlock	-1 Accuracy	1D5+2 Damage
20 Silver Pieces		4 Turns to Reload
Wheel lock	0 Accuracy	1D5+1 Damage
80 Silver Pieces		3 Turns to Reload
Flintlock	-1 Accuracy	1D5+1 Damage
60 Silver Pieces		2 Turns to Reload
.357 Magnum	0 Accuracy	1D5+1 Damage
\$400		6 Shots
Glock 17	+1 Accuracy	1D5 Damage
\$500		17 Shots

Rifles:

Matchlock	-1 Accuracy	1D10-2 Damage
30 Silver Pieces		4 Turns to Reload
Wheel lock	0 Accuracy	1D10-1 Damage
120 Silver Pieces		3 Turns to Reload
Flintlock	-1 Accuracy	1D10-1 Damage
90 Silver Pieces		2 Turns to Reload
M-16	0 Accuracy	1D10 Damage
\$500		20 or 30 Shots
30.06 Rifle	+1 Accuracy	1D10+2 Damage
\$200		8 Shots



The DUEL System

Improving Equipment

Sometimes, a character might want a piece of equipment that is better than normal. This might be a family heirloom, a finely crafted suit of armor, or even a magic weapon. Usually, exceptional pieces of equipment need to be found during play. There is a way for a character to start with a particularly fine item, however. All that it takes is Build Points.

Improving Armor

Armor may be improved in two ways: It may have its Protection Value increased, and/or it may have its Movement Modifier decreased. Both are expensive. Protection Value costs 2 Build Points per point of increase. Armor may never have more than double its basic Protection Value. Movement Modifiers may be decreased at the cost of 1 Build Point per inch of the Movement Modifier bought off. Magic Armor is created the same way.

Improving Shields

Shields may also be improved in two ways: Increasing the Shield Value and/or reducing the Movement Modifier. Reducing the Movement Modifier works just the same way it does for armor. Increasing the Shield Value costs 3 Build Points per point of increase. The Shield Value may never be more than double the starting value. A magic shield is created the same way.

Improving Weapons

Weapons may have their Accuracy Modifier and/or Damage increased. The cost for increasing the Accuracy Modifier is 1 Build Point per point of Accuracy Modifier, up to a maximum of a five point increase. Damage may be increased at the cost of 3 Build Points per +1D5 added to the weapon's base damage.

Naturally, if an item that has been improved is broken or lost, the character loses all the benefits the item gave him. This is about the only way to lose Build Points. GMs may create more complex weapons and items; see the section on Magic Items for more information.

Money

Money is an important reward for the player-characters. It allows them to live comfortably, to obtain food and shelter, and to buy better equipment. Nothing cheers the player-characters up more than finding a stash of gold. In Duel, we suggest you use a simple monetary system to simulate the coinage of the time.

In most Fantasy environments, Silver is the preferred medium of exchange. Copper is used by peasants and for buying the daily staples of life, such as food and lodging. Silver is used by tradesmen, adventurers, and nobles, and is normally used for most "big" purchases. Things like armor, weapons, horses, and the like will normally have prices expressed in pieces of silver. Gold is very rarely used as a medium of direct

exchange. Only when very large amounts of money need to change hands will gold be used.

We suggest a basic monetary system of 100 copper pieces to the silver piece, and 10 silver pieces to the gold pieces. Of course, the GM may designed a custom complex coinage system, such as England used before they went metric, for example. A complicated money system, with neat names for the coins can add flavor to a game.

Most characters will start with some money. The sample characters have an arbitrary amount of money listed on their sheets, depending upon their background. The higher status the character, the money he (or she) has. The way you determine money (and equipment) for your starting character is up to the GM. But we'll suggest a system, anyway. Have each character start with one weapon from each group he has skill with. Then roll 3D5 and multiply that by silver pieces. That is the amount of money the starting character can spend on equipment. If the character has a lot of skills that might earn him money, add a D5 or two. Once the character is fully equipped, divide the remaining money by ten. That's the coinage the character has in his pocket when he starts play.



The DUEL System

Price Lists:

Item	Cost
Light Leather	2 SP
Heavy Leather	4 SP
Ring Mail	15 SP
Chain Mail	40 SP
Plate Armor	100 SP
Small Shield or Buckler	2 SP
Medium Shield or Heater	3 SP
Large or Round Shield	4 SP
Kite Shield	5 SP
Knife	1 SP
Dagger	1 1/2 SP
Falchion	2 SP
Shortsword	3 SP
Broadsword	4 SP
Longsword	6 SP
Bastard Sword	7 SP
Greatsword	10 SP
Hatchet	1 SP
Hand Axe	1 1/2 SP
Francisca	3 SP
Battle Axe	4 SP
Staff Axe	6 SP
Great Axe	8 SP
Short Mace	2 SP
Mace	3 SP
War Hammer	4 SP
Morning Star	5 SP
Staff Mace	6 SP
Maul	6 1/2 SP
Light Flail	3 SP
Flail	6 SP
War Flail	8 SP
Great Flail	10 SP
Sap	20 CP
Truncheon	30 CP
Club	50 CP
Small Pick	3 SP
Military Pick	4 SP
War Pick	6 SP
Great Pick	8 SP
Short Spear	2 SP
Boar Spear	3 SP
Long Spear	4 SP
Glaive	7 SP
Pike	9 SP
Lance	3 SP
Quarterstaff	1 SP
Short Whip	1 SP
Bullwhip	3 SP
Short Bow	2 SP
Heavy Bow	4 SP
Long Bow	8 SP
Light Crossbow	4 SP
Medium Crossbow	8 SP
Sling	2 CP
Staff Sling	10 CP



Sample Characters

That's all the rules for building characters. You're ready to build your first one. But to give you some help and guidance, here are some sample characters to give you an idea of what can be done with the system. Look them over before you start on your first character. It would also help to read over the section on Combat, and to check out the Design Notes on Building Characters.

The DUEL System



Sir Lorien the Knight:

Sir Lorien is a young knight from a civilized kingdom. He needs to know how to fight, how to administer justice, and how to conduct himself in front of the King and the other high nobles of his kingdom. Since Lorien is a knight, he rarely needs to spend nights outdoors, and his skills reflect this. Given time and experience, Lorien's skills will broaden out.

Lorien is a reasonably intelligent young man, who is very strong and agile. This is reflected in his main stats. He's not outstanding in any one category, but he's got good numbers in all three characteristics.

Lorien knows how to use lances and bows, and is very skilled with swords. To reflect this, Lorien buys Lance, Bow, and Sword skills, and puts two extra build points into Sword. This gives him +2 with Sword skill, which translates to +2 to hit.

Lorien is also trained in riding, court etiquette, and public speaking. Lorien's player buys the Riding, Courtly Graces and Oratory skills to show this. Since Lorien spends a lot of time riding around and in court, Lorien's player spends an extra point on both Riding and Courtly Graces to improve the skill roles by one each.

Since Lorien is a knight, he starts with some nice equipment. He couldn't quite afford a set of full Plate Armor, but his liege lord presented him with a nice suit of chain mail when he became a knight. He was also given a war charger, his weapons, and basic gear. That's a lot of stuff! Good thing Lorien has a squire to look after it (and him).

Sir Lorien:

Main Stats:

MIND	5	5 Build Points
AGIL	7	9 Build Points
BODY	8	11 Build Points (+1 to Hit in Melee Combat)

Hit Points: 20

Movement: 8"

Skills:

Sword	3 Build Points	+2 to hit with swords
Lance	1 Build Point	
Bow	1 Build Point	
Shield	1 Build Point	
Riding	1 Build Point	4 or less
Courtly Grace	2 Build Points	4 or less
Oratory	1 Build Point	3 or less

Magic:

None

Equipment:

Chain Armor (Protection Value 4, -2" Movement Modifier)

Broadsword (Accuracy Modifier 0, 1D5+1 Damage)

Greatsword (Accuracy Modifier +1, 1D10-2 Damage)

Heavy Bow (Accuracy Modifier 0, 1D5+1 Damage)

Lance (Accuracy Modifier +1, 1D10 Damage)

Heater Shield (Shield Value 2, 0 Movement Modifier)

War Charger and Saddle

Pack Horse and Horse Pack

Pavilion

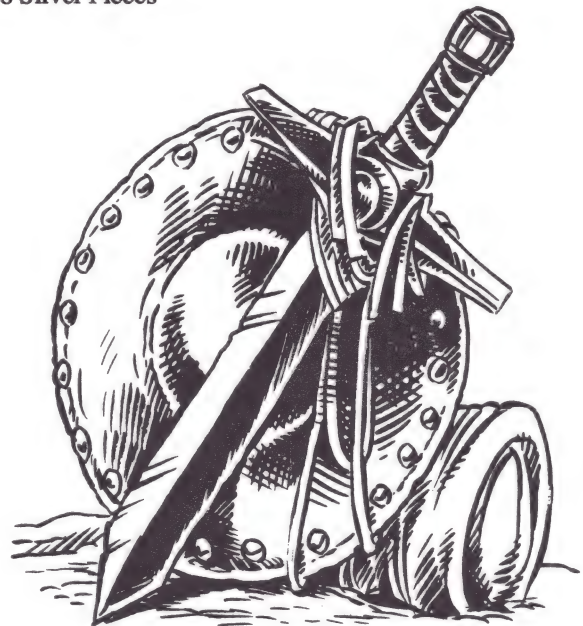
Camping Equipment

Clothes

Cloak

Fine Court Clothes

8 Silver Pieces



The DUEL System



Melkin, called the Mad:

Main Stats:

MIND	9	13 Build Points
AGIL	3	3 Build Points
BODY	3	3 Build Points

Hit Points: 15

Movement: 3"

Skills:

Club 1 Build Point

Magic:

Aspect of Alteration: 1D5 5 Build Points

Aspect of Enhancement: 1D5 5 Build Points

Equipment:

Walking Stick

- (Truncheon: Accuracy Modifier -1, 1D5-1 Damage)

Clothes

Writing paper, pens and ink

5 copper pieces

Melkin, called the Mad

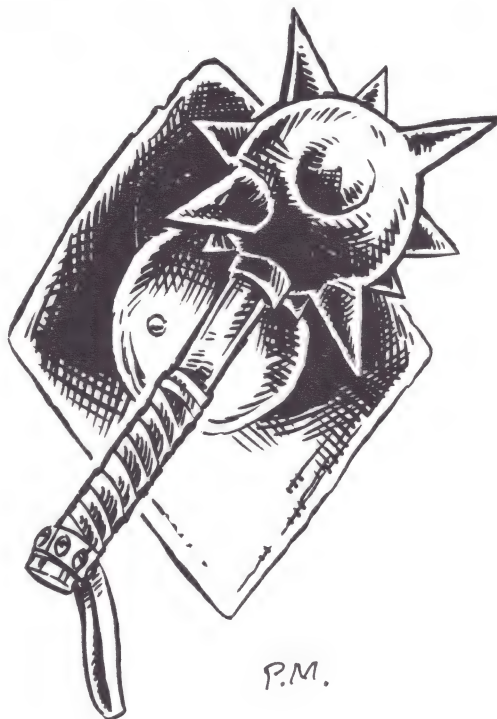
Melkin the Mad is a mage, new to adventuring. Melkin spent most of his life searching out the secrets of magic, and other (forbidden) lore, from books and scrolls. Some of this knowledge was deeply disturbing, and those who knew the mage thought him quite insane. Recently, something happened that forced Melkin to leave his tower and take up questing.

Melkin is an old man, not in good shape. His BODY and AGIL scores reflect this. He is, however, extremely smart and strong-willed, and has a very high MIND score. The old coot will definitely need protection in any fight he gets into.

Melkin doesn't have much in the way of useful skills. He can't ride, and can't use any weapons other than clubs. (He grew quite skilled at driving the street urchins away with his walking stick.) His great knowledge of the obscure and unusual isn't really reflected on his character sheet, as it would have very little impact on the game.

Magic is the area where Melkin shines. He's a powerful mage, with little practical experience on using his magic in combat. Given time (and more Build Points) Melkin will develop into a valued asset for any party. Whether he'll survive that long is debatable.

Melkin carries very little in the way of equipment. He's got his clothes, his walking stick (consider it a truncheon), writing materials, and nothing else. He's got almost no money, right now. He's really quite dependent on his magic to provide him with everything he needs.



The DUEL System



Celinda the Cat

Celinda is a young woman from a large city of a civilized kingdom. Abandoned as a child, Celinda made her living by thievery. She became quite good at it. No one is really sure what motivated Celinda to take up a life of adventure. It might be that she stole the wrong thing from the wrong person, or that she has some kind of deep, heroic leanings. Whatever the reason, Celinda has skills that a party of adventurers will surely need.

Celinda is still young, and has yet to fully mature. This is reflected in her stats, which are all quite average, except for her AGIL. It was Celinda's exceptional AGIL that helped keep her alive on the streets and will no doubt will help keep her alive on the road.

Celinda spends most of her time in big cities, among people, and her skills reflect this. She's got plenty of sneaking and stealing skills, and is very short on anything that might keep her alive in the wilderness. She knows enough about weapons, knives and slings in particular, to keep herself alive, but she's no fighter.

Celinda has minimal equipment. Thieving isn't the most profitable of professions at times, and Celinda has been going through some lean times. Perhaps her luck will change when she gets out on the road.

Celinda The Cat:

Main Stats:

MIND	5	5 Build Points
AGIL	10	15 Build Points (-1 to received damage)
BODY	5	5 Build Points

Hit Points: 20

Movement: 8"

Skills:

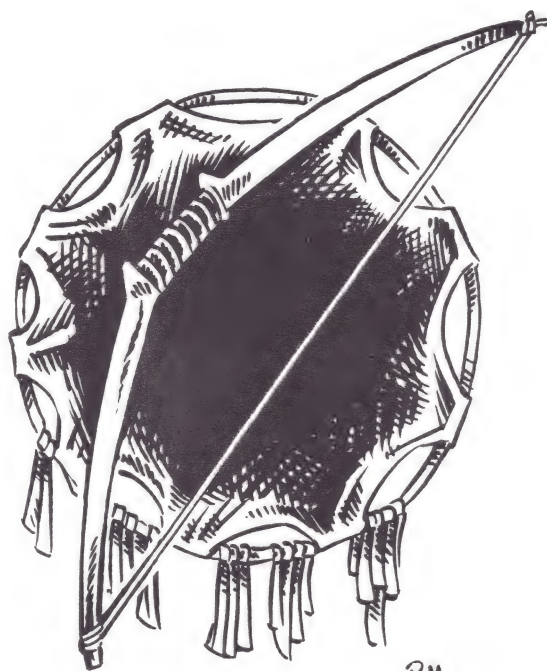
Sword	1 Build Point
Sling	1 Build Point
Climbing	1 Build Point
Concealment	1 Build Point
Contortionist	1 Build Point
Disarm Traps	1 Build Point
Lockpicking	1 Build Point
Pickpocket	1 Build Point
Stealth	1 Build Point
Streetwise	1 Build Point

Magic:

None

Equipment:

Light Leather ((Protection Value 1)
 2 Daggers (Accuracy Modifier 1, 1D5-2 Damage)
 Shortsword (Accuracy Modifier 0, 1D5-1 Damage)
 Sling (Accuracy Modifier 0, 1D5-1 Damage)
 12 Sling Stones
 Clothes
 Cloak
 20 Copper Pieces



The DUEL System



Father Robinson:

Main Stats:

MIND	5	5 Build Points
AGIL	5	5 Build Points
BODY	5	5 Build Points

Hit Points:	15
Movement:	5"

Skills:

Flail	3 Build Points
Riding	1 Build Point
Courtly Graces	1 Build Point
Lore: Theology of Chaar	3 Build Points
Medic	2 Build Point

Magic:

Aspect of Vigor: 2D5	10 Build Points
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Equipment:

Ring Mail
 (Protection Value 3, -1" Movement Modifier)
 Great Flail
 (Accuracy Modifier -1, 1D10-1 Damage, Two Handed)
 Riding Horse & Saddle
 Medical Supplies
 Priestly Vestments
 Clothes
 Holy Icon of Chaar
 Holy Symbol of Chaar
 3 Silver Pieces

Father Robinson

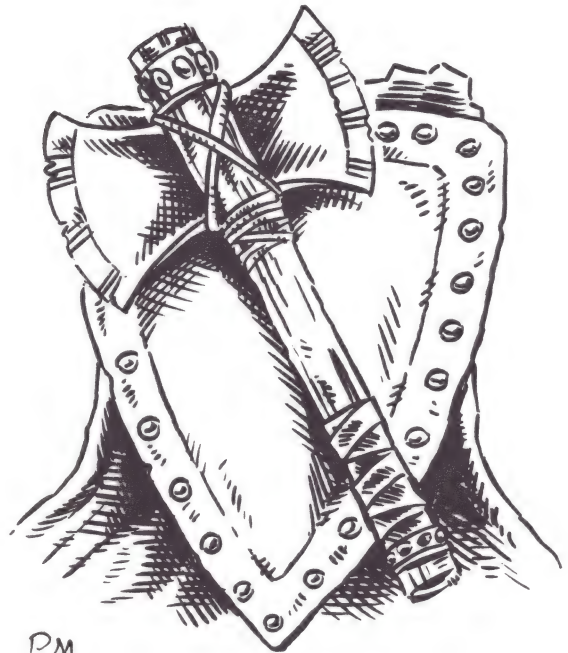
Father Robinson is a priest of the God of War and Healing, Chaar. Chaar is one of the most respected gods in the kingdom, and Robinson is very proud to have been chosen to be one of Chaar's priests. Robinson is newly come to his rank, and is eager to spread the works of his patron god.

Father Robinson is not an exceptional physical specimen, nor is he exceptionally bright. He's better than average, but not much. His Main Stats show this.

Robinson has the skills he needs to perform his duties. Since he is devoted to Chaar's aspect of healing, his skills are concentrated towards healing, as opposed to harming. But no priest of Chaar is helpless in a fight, and Robinson knows his way around Flails, the preferred weapon of his sect.

Chaar is a kind god, and rewards his servants. Robinson is able to call upon his god's powers to heal those wounded, and to smite the foes of his church. This is the only type of magic Robinson has at present.

Priest of Chaar are expected to be able to defend themselves, and so are well equipped. The church is a rich one, and has provided Robinson with a goodly amount of equipment. No doubt he's got a powerful patron. Or perhaps the church has plans for him...





Races

Besides the common human, many other races of intelligent beings are out and about in the worlds of Duel. The races are all built on the same build points as human, if they are player-characters, but tend to have average Base Characteristics. Some of the races that might be encountered are:

Humans: Human-kind is, by far, the most common type of intelligent being in the world. Humans tend to be the newcomers, the young race. They are very much on the rise, and can often be found settling, invading, or otherwise pushing into the other race's territories. A typical human has stats that look like BODY 3, MIND 3, AGIL 3. That is for an average human, of course.

Elf: Elves are the old race. They've been around for ages and ages and, some say, are on the decline. They tend to live in the forests, or in great, hidden cities. Elves tend to be wise about lore and magic, and can be quite skilled fighters. Elves do not age, as humans do. Average Elves look like this: BODY 2, MIND 4, AGIL 4.

Dwarf: Dwarves are another of the old races. Not so old as elves, perhaps, but ancient nonetheless. Dwarves are short of stature, and powerful of build. They are expert miners and unsurpassed in the metal crafts. They know about magic, but tend to work their magics into items, such as wondrous magic

weapons and shield. Dwarves tend to live under the great mountains. An average dwarf has stats like BODY 5, MIND 3, AGIL 2.

FuzzyFoots: Short, stout, and with hairy feet, they are not very common. Nor do they adventure often, being terribly timid by nature. But they are a sly, sneaky folk, well-suited to the role of a thief. Their greed for tales of daring and adventure is surpassed only by their appetites, which are things of legend. An average footfall would have stats of BODY 1, MIND 3, AGIL 6.

Orcs: A blight upon the world, orcs live in darkness, and despise those who walk in the light. Some say the orcs are elves who feel from the grace of the gods, and now worship fell, evil beings. Whatever their origin, orcs fill the role of the bad guy quite well. Not too bright, and not too good with magic, Orcs are fearsome fighters. Orcs are also known as goblins. An average orc might have stats of BODY 6, MIND2, AGIL 2.

There are other intelligent races, of course. Giants, ogres, trolls, even the dragon, all have minds capable of reason. But they tend to be beings of some power, one way or the other, and are not often seen. Specific stats for these will be presented in forthcoming adventures when appropriate.

The DUEL System

COMBAT

Combat Overview

Now that you know how to build characters, and how to equip them, the time has come for you to learn how characters fight. DUEL uses a simple combat system that quickly resolves conflicts.

Combat breaks down into four simple steps(or Phases):

- A Determine Initiative**
- B Ranged Combat (Including ranged Magic)**
- C Movement**
- D Melee Combat (Including non-ranged Magic)**
- E Book-keeping Phase**

Initiative determines who acts first. All those involved in the combat roll 1D5, and add that to their AGIL. The character (or NPC) with the highest score moves first, the character with the second highest score moves second, and so forth, until the complete order is determined. If two characters have the same initiative score, have each roll 1D5. The highest roll moves first.

Once the initiative is determined, combat progresses to the Ranged Combat phase. All characters who wish to fire a ranged weapon (or spell) do so, starting from the top of the initiative list. Characters who attack in the Ranged Combat Phase may **not** attack in the Melee Combat Phase. Damage takes effect immediately. If a character who has not yet acted is killed, too bad. The poor unfortunate was too slow to survive the combat.

After the Ranged Combat Phase comes the Movement Phase. All characters still active may move a number of inches equal to their Movement Stat, minus, of course, any penalties they might have for equipment. Consult the initiative list again, starting from the **bottom** of the list this time. The slowest character moves, then the next slowest, and so forth. This gives the faster characters the advantage of seeing where the slower have moved before having to move themselves.

Once all the movement is finished, the Melee Combat Phase takes place. Any character who is next to a foe, and did not attack in the Ranged Combat Phase, may attack. The order of attacks is determined by the initiative list, starting with the fastest character. Again, damage is applied immediately, and if someone is taken out of the fight before getting a combat action, well, such things happen. This is also the phase where all non-ranged magic takes place. These may be attack spells, or may be other, helpful spells. A character may not cast a spell and attack with a weapon in the same turn.

After the Melee Combat phase is over, do whatever book-keeping that is necessary, and move on to the next turn. Continue this cycle until the combat is over.

Combat Scale

In DUEL, Combat Turns are equivalent to ten seconds of time. Each inch is equal to six feet/2 meters.

Combat Mechanics

Here is where we get into the actual system for combat. The combat mechanics can be broken into two basic parts: To Hit Resolution and Damage Resolution. Each of those parts will be explained in detail, below.

To-Hit Resolution

All to-hit resolution is done with the aid of a ten-sided die. A character's chance to hit is based on his Main Stats, as mentioned above.

Melee "To-Hit"

For melee combat, the to-hit number is figured by adding AGIL and BODY, and then dividing by two, rounding up. This is the number that the character needs to roll, or less, on 1D10. A roll of a '1' always hits; a roll of a '10' always misses.

There are some modifiers to melee combat:

- If a character has a high BODY score, he may get a bonus on his to-hit number. Check the BODY Bonus Table. All bonus to-hit from that table are added to the to-hit number, **not** the die roll.
- If the target is using a shield, the Shield Value is subtracted from the to-hit number.
- Weapons have an Accuracy Modifier; this should be added to the to-hit number. A positive Accuracy Modifier increases the to-hit number, a negative Accuracy Modifier decreases the to-hit number.
- A character's skill with a weapon-type may have been increased, as described in the Skills section. Each additional build point invested into a weapon skill increases the to-hit number by one.

Example: Sir Lorien and Mykel the Barbarian are involved in melee combat. Mykel had won the initiative earlier, and strikes at Sir Lorien first. Mykel is using a greatsword. Mykel's base chance to hit is his (AGIL+BODY)/2, or (10+6)/2 in Mykel's case. This gives him a to-hit number of 8. Mykel is using a greatsword, which has an Accuracy Modifier of +1, increasing his to-hit number to 9. Pretty good! Mykel's BODY of 10 doesn't give him a to-hit bonus, and he hasn't bought up his skill with swords. Sir Lorien uses a Heater Shield, with a Shield Value of 2. This reduces Mykel's to-hit number to a 7 or less.

Sir Lorien, having survived Mykel's initial attack, returns the favor. Lorien has a base to-hit of (7+8)/2, or 8 or less. Lorien's Body of 8 gives him a +1 to his to-hit number, and his superior skill with a sword gives him an additional +2. This modifies his to-hit number to 11 or less! Lorien is swinging with his broadsword, which has an Accuracy Modifier of 0. Mykel isn't using a shield, so Lorien's final to-hit number is 11. The only way he could miss is to roll a '10'.

The DUEL System

Ranged "To-Hit"

Ranged combat works in a similar way. The to-hit number is determined by adding AGIL and MIND, and then dividing by two, again rounding up. Like melee combat, ranged combat has some modifiers:

Range can affect accuracy. A character using a ranged attack takes a penalty of -1 to the to-hit number for every 5" the target is from the character. Don't count the hex the character is standing in, but do include the target's hex.

If the target is using a shield, the Shield Value is subtracted from the to-hit number, just like in melee combat.

Missile weapons also have Accuracy Modifiers. Adjust the to-hit number as needed.

Skill with ranged weapons may be improved, just as with melee weapons. It has the same effect, increasing the to-hit number by one for every additional Build Point put into the skill.

Example: Celinda, seeing the combat, decides to help Sir Lorien. She prepares her sling, and lets fly with a stone. Celinda's base chance to hit is $(AGIL + MIND) / 2$ or $(10 + 5) / 2$, which comes out to a to-hit of 8 or less. The sling has an Accuracy Modifier of 0, and Celinda doesn't have any increased skill with her sling. This leaves the to-hit number at 8 or less. Mykel, as noted before, is not using a shield, but he is 8", or hexes, away from Celinda. This gives her a $(8/5)$ or -2 to her to-hit number, bringing it down to a 6 or less. Celinda lets her stone fly, hoping for the best.

This number is also used for all ranged Magic Spells, and ALL Mental Spells.

Damage Resolution

Damage is even easier to figure out than hitting is. All weapons and spells have a Damage value. If a character hits his target in combat, simply roll the appropriate number of dice, and apply any modifiers. Damage may be modified in two ways:

- A lot of the weapons have a modifier build into their Damage. Add (or subtract) this modifier to the result from the damage die roll.
- Characters with high BODY scores may do extra damage. If a character has a Damage modifier due to BODY, add this number to the die roll. Remember that this is only added to melee combat damage, not to ranged combat or magic damage.

No Damage die roll may ever be reduced below a result of '1'. This damage may still be modified or deflected by Armor.

Armor

Armor is useful stuff. It can help keep your character alive. Armor can reduce or eliminate the damage your character takes from a hit.

When a character who is wearing armor takes damage, subtract the armor's Protection Value from the damage before applying the damage to the character. If the damage is reduced to 0 or less, the character takes no damage from the hit.

High AGIL scores can act just like armor. Characters with AGIL of 10 or higher have an innate ability to roll with blows, and mitigate the effects of a hit. Consult the AGIL Bonus Table for the exact results. The bonus acts just as armor does, and adds to the effect of the armor. There is one important distinction, however. The bonus a character receives from a high AGIL score does not work if the character is asleep, unconscious, or totally unaware of the attack.

Example: Returning to our previous example, Mykel had just landed a blow on Sir Lorien. Mykel, using a greatsword, does 1D10-2 damage. Because Mykel has a BODY of 10, he gets a bonus of +1 to all damage done with melee attacks. This brings the damage up to 1D10-1. Mykel rolls his D10 and subtracts 1, getting a result of 4.

Sir Lorien, being a knight, believes in heavy armor. And here his belief is borne out. Lorien wears chain mail, which has an Armor Value of 4. Lorien subtracts the armor value from Mykel's damage. $4 - 4 = 0$, so Sir Lorien takes no damage from Mykel's attack.

Sir Lorien also struck his foe in our previous example. Lorien was using a broadsword, which does 1D5+1 damage. Sir Lorien is not as strong as the barbarian, and gets no damage bonus. Lorien rolls his D5, adds 1, and does 4 points of damage to Mykel.

Mykel is only wearing heavy leather armor, which has a Armor Value of 2. Subtracting 2 from the damage result of 4, we see that Mykel takes 2 points of damage from the brave knight's blow.



The DUEL System

Applying Damage

Every point of damage that gets through a target's armor is subtracted from his hit points. When a target's hit points are reduced to 0, he is dead. Smart characters know when to surrender, and when to run away.

Lost hit points return at the rate of two hit points per day. If the character is resting, and doing nothing else, he will get back his two hit points. The magic Aspect of Vigor may also heal lost hit points. There is no cure for death.

Magic and Combat

Magic can have some strange affects on combat. A mage skilled in the aspect of Enhancement can create barriers out of thin air that warriors have to run around or destroy. A mage using the aspect of Alteration can increase an ally's Main Stats, or decrease a foe's. All of this needs to be considered.

Duration of Magic

Magically lowered Main Stats and Movement return at the rate of 1 point per hour.

Hit Points lost due to a magic spell return normally.

Movement and Main Stats raised by magic fade at the rate of 1 point per Combat Turn. This starts the turn **after** the spell is cast. Main Stats and Movement will never, of course, drop below their original values.

Limitations of Magic

Magic is very difficult and very draining to cast. To reflect this, no character can cast more than his BODY in spells per combat situation. Once the mage is out of combat for a short time (ten minutes or more) he is amply rested, and ready to cast spells again.

Area Affect Spells

Spells that affect areas still need to hit their target hex. This is done as a normal ranged combat attack, but the mage receives a +3 to his to-hit number. This is because a large, non-moving area is very easy to hit. Only one to-hit roll is required for an area-effect spell, not one per hex.

All characters in the area of a spell are affected by it. The caster cannot pick and choose who will be hit and who will not. All area affects must be a simple geometrical shape.

Rewards of Adventure

As the player characters complete more adventures, and defeat foes, they will become more experienced. As a result, they will gain more Build Points to improve their characters with. These Build Points are awarded by the game master.

Here are some guidelines for awarding Build Points:

Participating in an adventure	1 Build Point (the base amount)
Facing significant danger	+1 Build Point
Player characters faced powerful foes	+1 Build Point
Player characters role-played well	+1 Build Point
The adventure was a success	+1 Build Point
Player characters role-played poorly	-1 Build Point
The adventure was a failure	-1 Build Point

The number of Build Points awarded should never drop below one. Most adventures should bring from between two and four Build Points. Very long or particularly important adventures should gain the player characters between three and six build points.

Adventure means a story, of course. Not a single combat or fight. Fighting, while an important part of Fantasy Role Playing, is not the goal of adventures. The characters should be encouraged to solve the mystery, to save the princess, to kill the evil magic-user, or whatever else the game master has in mind.

Magic Items

Occasionally, the GM will want to reward the PCs with more than just Build Points. Giving out a magic item every now and then is a good way to do so. Magic items can range from equipment that has been improved (see the equipment section) to magic wands or rings. It is perfectly legal to create items such as:

A magic wand which has one (or more) D5 of a given magic aspect. Such a wand may only be usable by someone who already has some of that aspect, or might be usable by anyone. Such items normally have a limited number of charges.

A scroll, which has a spell inscribed on it. A person reading the scroll would be able to cast that spell. Such items normally only have one charge.

A magic ring that has one (or more) D5 of the aspect of Journey, defined as flight (or swimming, or ground movement). The ring might just have a set number of inches of a type of Movement that it grants to the wearer.

The possibilities are limitless, really. Just keep in mind that such items should not be common, nor should they be game unbalancing. But have fun with them; they can add a lot of flavor to any game.

Creating Magic Items

This is covered in MEGA-DUEL.



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Sample Combat

A brave band of adventurers is on a quest to rescue the Lady Amanda, the only child of the Duke of Gorrin. The Duke is concerned for the safety of his daughter, who was kidnapped by brigands while out riding. His Grace has offered a large reward for the return of his beloved daughter.

Sir Lorien was enjoying the Duke's hospitality when Lady Amanda was taken. Forsaking all thought of reward, the young knight vowed that the lovely young noblewoman would be rescued! Sir Lorien called for the rest of his companions: the priest Robinson, Melkin the Mad, Celinda the Cat, and Lorien's sometime foe, Mykel the Barbarian. Together they rode out on the trail of the criminals.

The trail led them to the outskirts of the Dreadwood, and here the brigands sprung a trap on our heroes! Expecting pursuit, the brigands arranged for an ambush to be waiting for the heroes. By the time Father Robinson spotted the archers hiding in the outskirts of the woods, it was too late. The trap had been sprung!

(The brigands left a force of 10 men to conduct the ambush. All of the men have the following stats: BODY: 6, AGIL: 4, MIND: 4, Movement 5", 14 Hit Points, Sword Skill, Bow Skill and are equipped with Heavy Leather Armor (Protection Value 2), a Shortsword (Accuracy Mod 0, 1D5 Damage), and a Heavy Bow (Accuracy Mod 0, 1D5+1 Damage.) 5 of the brigands will stay back in the trees, shooting at the party, while the remaining five will charge the party, short swords drawn. The party starts at a distance of 20" from the edge of the trees.)

Turn 1: Initiative Phase: The GM, choosing sanity, decides to only roll once for the bandits to determine when they will go. The GM rolls a 3, and adds that to the bandits AGIL of 4. Their Initiative number is 7. Sir Lorien generates a 9, Robinson a 6, Melkin an 8, Celinda a 14, and Mykel an 8. The GM arranges the initiative list as follows: Celinda, Sir Lorien, Mykel, Melkin, the brigands, and finally Father Robinson.

Ranged Combat Phase: The GM goes down the list, seeing if anyone cares to use a ranged weapon, or fire a spell. Celinda elects to try to hit one of the charging brigands, using her sling. Celinda's base to-hit is an 8 or less, and she's at -4 for range. This gives her a 4 or less to-hit chance. Aiming at the first bandit, she rolls a 10, and misses. Lorien and Mykel plan to move, so will not shoot. Melkin, thinking that the good priest could use a little aid, calls upon his command of the Aspect of Alteration, to aid the priest's Main Stat of AGIL. Melkin's got 1D5 of Alteration, and rolls a 5! This will increase Robinson's AGIL to 10, which is sure to help him hit his targets.

The brigand archers fire at the party. One archer will shoot at each of the party members. The brigands have a base to-hit with their bows of 4 or less. Subtracting 4 for the range, their to-hit goes to 0. But since a 1 always hits, they'll shoot anyway. Five shots bring one hit on the unlucky priest! The brigand rolls his damage, getting a result of 6 points. Ouch! Robinson is wearing ring mail armor, for an Armor Value of 3, and, thanks

to Melkin, has an AGIL of 10, which gives him -1 to all received damage. Still, 2 hit points get through to the priest.

Father Robinson is now upset at these fiends. Turning the other cheek is all well and good, but these bandits have the unmitigated gall to attack a man of the cloth! Robinson prays to Chaar, for a mighty blast from heaven to smite down the offending archer. Chaar hears his servant's prayer, and grants him the boon. Father Robinson would normally have a to-hit of 5 or less, but since his AGIL is now 10, his to-hit with magic goes to 8 or less. Subtracting 4 for the range, Robinson's final to-hit is a 4 or less. Robinson rolls a 3, and hits the archer! He does 3D5 of damage with his magic spell, and rolls 10 points of damage! The archer subtracts his armor of 2, and takes 8 hit points.

Movement Phase: The GM starts at the bottom of the list. Robinson fired, so can't move. Next are the brigands. The archers can't move, but the swordsman can and do charge 5" forward, closing the range to 15". Melkin cast a spell, but Mykel spurs his horse forward. He's riding a heavy beast which gives him a movement of 10". Sure beats walking! Mykel closes the range to 5" from the swordsmen, and 10" from the archers. Lorien, riding a similar beast, follows suit. Celinda, who fired, must stay in place.

Melee Phase: No one is in melee range, so the turn is over.

Book-keeping phase: Melkin cast his spell this turn, so it remains in full effect.

Turn 2: Initiative Phase: The brigands are a 6 this turn, Lorien a 13, Mykel a 10, Melkin a 5, and Robinson and Celinda an 11. The order is Lorien, Celinda, Robinson, Mykel, the brigands, and Melkin.

Ranged Combat Phase: Lorien is planning on melee combat, and so doesn't fire. Celinda fires again at brigand one. This time, the range is 5" closer, so she needs a 5 or less. She rolls a 4, hitting. She does 1 point of damage to brigand one, whose armor is able to absorb all of the damage. Robinson is intent on finishing off the archer who shot at him, and casts at him again. He still needs a 4 or less, and rolls a 2 this time. The archer takes 14 points of damage, or 12 after his armor! He's taken a total of 20 hit points. Since he's only got 14, he falls, quite dead.

Mykel is intent on melee combat, so the brigand archers fire. They wisely decide to concentrate their attention on the barbarian and Sir Lorien. They'll take two shots at each one of them. The range is down to 10", so they need 4-2, or 2 or less to hit against Mykel, and a 1 or less against Sir Lorien and his heater shield. They fire, and manage to miss all 4 times.

Melkin, seeing that his tactic worked so well with the priest, casts the same spell on Celinda. His gives the thief 4 points of AGIL, raising her total AGIL to 14!

Movement Phase: Melkin can't move, so it's the brigand's turn. The brigands close 5" to where Mykel and Lorien are. Three of them surround the knight, while two try to bring down the mighty barbarian. Mykel and Lorien are the only two left that can move, but don't need to. Mykel does dismount his

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horse, and ready his greatsword. Lorien, armed with a lance, presses his attack home.

Melee Phase: Lorien attacks first, and is intent on lancing poor bandit one. Lorien's skill with the lance gives him an 8 or less to hit. The lance has an Accuracy Modifier of +1 and the brigand is not using a shield, so Lorien's total to-hit is a 9 or less. The knight rolls a 3, and hits. Sir Lorien rolls his damage, and does 9 points to the bandit. The bandit's armor stops 2 points, but 7 hit points get through. The bandit thinks about changing careers.

Mykel swings at brigand five. He's using a greatsword, which has a +1 Accuracy Modifier. Mykel's skill with swords is 8, +1 for the weapon, making him a 9 or less to hit. Mykel rolls a 5, and hits! Greatswords do 1D10-2 damage. Mykel is BODY 10, which gives him an additional +1 to his damage, bringing the final total up to 1D10-1, or, in this case, 6 points of damage. The bandit takes 4 points through his armor.

Now the bandits get to attack. Their sword skill is a 5, and their weapons have an Accuracy Mod of 0. Their base to-hit, then, is a 5 or less. Three of them are attacking Sir Lorien, who uses a heater shield. The heater has a Shield Value of -2, reducing the brigands to a 3 or less chance to hit. They swing, and miss. Mykel doesn't use a shield, so the two brigands on him need a 5 or less. One of the brigands lands a hit on the barbarian. Short Swords do 1D5 damage. The bandit does 1 point of damage, which isn't enough to get through Mykel's heavy leather armor.

Book-keeping phase: Father Robinson's AGIL drops one point, to 9. Celinda's was just boosted this turn, and so doesn't lose anything.

Turn 3: Initiative Phase: This turn, the characters go in this order: Celinda, Robinson, Lorien, Mykel, Melkin, and then the brigands.

Ranged Combat Phase: Celinda fires at bandit one again. Her chance to hit is much better now, thanks to her higher AGIL and the shorter range. She needs a 6 or less, and hits again. This time, she does 4 points of damage to the wounded man. Robinson chooses to help out Mykel with another mighty blast. He needs a 5 or less to hit, and also manages to land a blow. He does only 5 points of damage, however. Lorien, Mykel, and Melkin all choose not to engage in missile combat.

The brigand archers fire at the same targets as last turn. They still need 2 or less to hit against Mykel, and a 1 or less against Lorien, thanks to his shield. Archer one manages to hit the brave knight, doing 3 points of damage. This bounces harmlessly off Sir Lorien's fine chainmail.

Movement Phase: No movement is done.

Melee Combat Phase: Lorien draws his broadsword, and swings at the brigand. Lorien's skill with swords is already becoming legend, as we find his to-hit is a 10 or less. He rolls a 2, and hits, doing 5 points of damage. 3 get through the armor. Between the sling hit, and Lorien's attentions, the brigand has

taken 12 hit points of damage. He decides that further fighting is a bad idea, and surrenders.

Mykel swings again at his target, and hits again. This time, he does 9 points of damage, enough to finish off brigand five, armor or no armor.

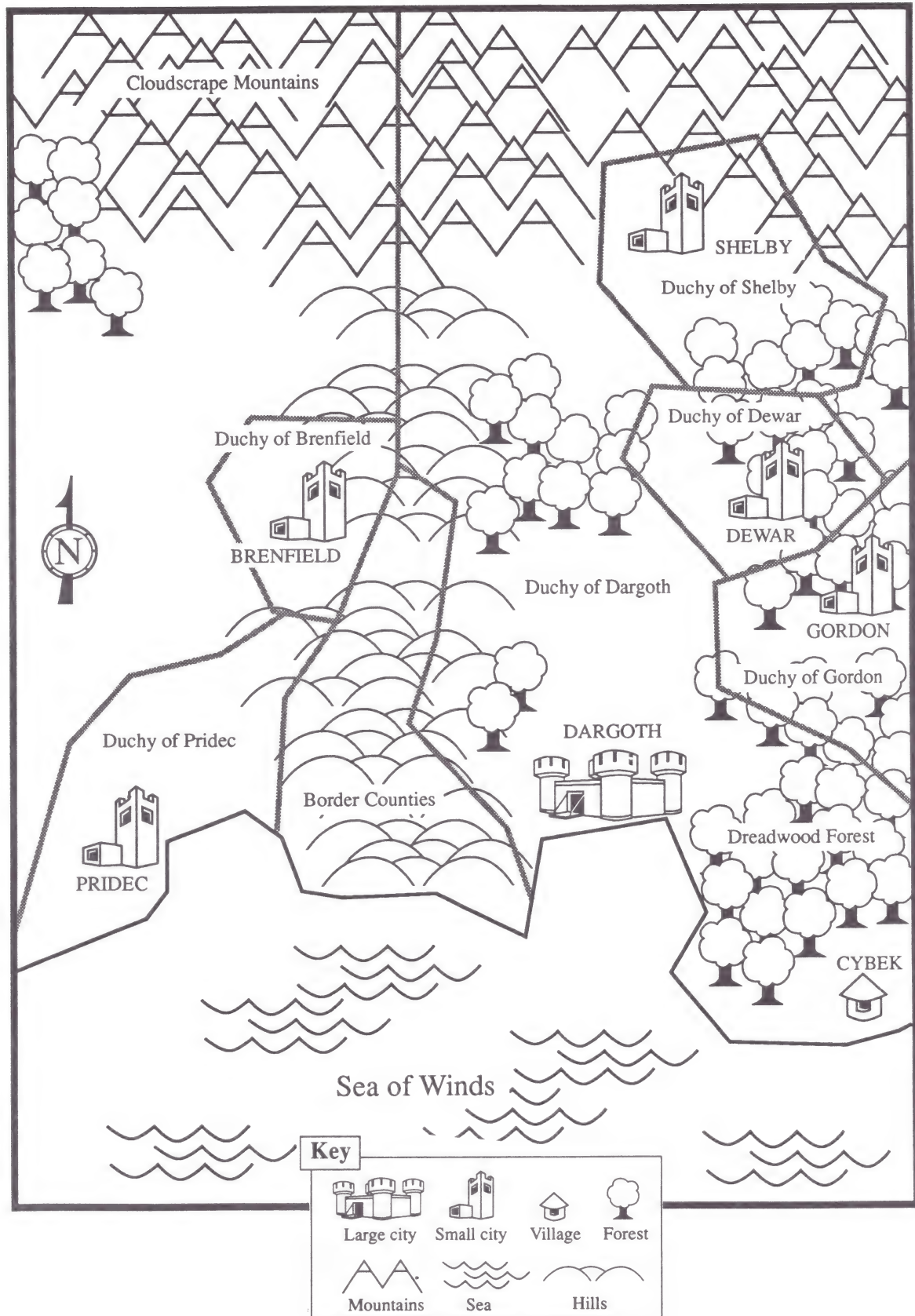
The remaining brigands attack. The two on Lorien need 3 or less to hit him, and hit twice. They do 4 point each. Good blows, but not enough to penetrate the knight's armor. Mykel's lone remaining foe needs a 5 or less, and rolls it. He also does 4 points of damage, enough to blood the barbarian. That only makes Mykel mad...

Book-keeping phase: Both Celinda and Robinson lose a point of AGIL as Melkin the Mad's spells start to wear down.

Aftermath: It is obvious that the heroes will win the day. The brigands are too under equipped and too ill-trained to face a determined band of adventurers. The band questions their prisoners, and finds out that they will need to travel deep into the Dreadwood to find the rest of the brigands and rescue the Duke's daughter. A grim journey, but one that must be made!



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Example World

The adventurers will need more than brigands and monsters to fight. They'll need a setting to do that in; a world to live and adventure in. It's up to you, as the GM, to create a world for your stories and plots. What follows is a very brief description of a sample kingdom. The Map for this world is on the preading page. You can use and modify this kingdom, or use it as an example of how to create your own. Or you can ignore it entirely. You're the GM; it's all up to you.

The Kingdom of Chokti

The origins of this fine kingdom are lost in the veils of time. Some say that the first monarch, John I, was a humble knight from beyond the Cloudscape Mountains who wandered into the area and founded a kingdom. Others say that John the Fair was led to these lands by Chaar, god of war and healing, and inspired to build a castle. Other, less credible stories exist as well. Whatever the cause, Chokti has existed for as long as written records tell.

Chokti consists of five duchies, the border counties, and a few royal baronies and marquisettes. Most of the kingdom is quite settled, but the Border Counties and the Duchy of Gorrin are still considered the frontier, the places to go to find adventure.

Chokti is bounded on the north by the Cloudscape Mountains, a range of mountains so vast and tall that they were said to be impassable. The last man to cross them was the much beloved King John the First, who founded the kingdom. Rumors of dragons and giants living in the mountains abound, as do tales of great treasure. The mountains are a favorite topic of the bards of Shelby.

To the south lies the Sea of Winds, a great body of water that stretches for as far as the mind can imagine. The coast of Chokti is known mainly for its vicious rocks and high cliffs. However, a few natural harbors do exist; the capital city of Chokti, Dargoth, is built around one of these harbors.

The east holds the much feared Dreadwood, an uncharted and almost impassable forest of ill-repute. Most who venture into the Dreadwood are never seen again, and harpers sing tales of giant spiders, fell elves, and (again) fierce dragons. The harpers rarely mention the brigands, but they are a problem as well.

Chokti's nearest neighbor and biggest rival, the Kingdom of Pridec, lies to the west. Chokti proper is shielded from their greedy neighbor by the Border Counties, but there is an almost constant state of tension and war between Pridec and Chokti. Peace had reigned for a short time after King Charles III of Chokti married King Arnold of Pridec's younger sister, but tensions are building again.

The Duchy of Dargoth

Dargoth is the Royal Duchy, and holds the capitol city. Like all of the duchies in Chokti, Dargoth really only holds one city

of any size, and it is named after the duchy. Dargoth City is notable, however for a couple of reasons.

The Royal Court of Chokti is located in this large city of 200,000 people, and the Court and its attendant politics are the most important thing to this duchy. King Charles is a monarch who is much loved by his people, and can often be found walking around the streets of the city with only a modest escort. It is said that the King will often listen to the pleas of his citizens while out in the city, and has solved many problems on the spot. Harpers tell of fortunes and lands gained by the brave and cunning who have met with the King while in the city.

Dargoth is also the only good port in Chokti, and is the center of trade. Although travel across the Sea of Winds is dangerous, many vessels from far-off lands make Dargoth a regular port of call. Chokti also has a large merchant fleet, and its efforts greatly enrich the kingdom. Almost anything, or anyone, can be found in Dargoth.

But except for the seaman's quarter of the city, Dargoth is a boring place for adventurers. Unless they are caught up in the politics of the kingdom, there is not much to do except eat, drink, relax, and get caught up in an intrigue or two.

The Duchy of Shelby

Shelby is the northmost duchy of the kingdom, and almost entirely civilized. Duke Warfield, latest of his line, rules his lands, and his people, very well. Shelby has ample farm land to feed its people, ample pasture land to graze its fine beasts, and ample armed men to secure its borders.

Politics aren't much of a problem in Shelby. Things are calm there, and always have been. If it weren't for the presence of the Cloudscape Mountains, adventurers would have no reason to go there. Recently, Duke Warfield has become worried about strange events in the mountains. A large winged beast has been sighted not a few times, and orcs and other sub-humans have been coming down out of the mountains. The duke's advisors think that this is nothing special, but the duke's court wizard, Xlanthu, thinks that there is a powerful and very evil sorcerer somewhere in the mountain range. The duke agrees with his wizard, and has been seeking a stout band of adventurers to investigate. The duke is prepared to be generous.

The Duchy of Dewar

Dewar is located right in the center of the kingdom. Nothing much of note ever happens there. Duke Ewan is an old man, long used to his power. Rumors from the duchy has that the duke is a bit too quick to exercise his power, and much too harsh with it. True, Dewar provides most of the crops that keeps the rest of the kingdom going. But the duke's subjects, and even some of his lesser nobles, aren't happy with this rule. If things continue as they are, something drastic might happen.

The Duchy of Brenfield

Brenfield is named after a famous battle, where King John defeated the forces of Pridec, and so secured his kingdom once

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and for all. The people of Brenfield are aware of their martial heritage, and very proud of it. Almost all of the famous knights and warriors of renown came from Brenfield.

Duke Paul is also aware of his heritage. Reputed to be one of the deadliest fighting men in the world, Duke Paul is ever seeking to improve the quality of the fighting man in his kingdom. Duke Paul holds weekly tourneys, and awards prizes to the victors, as long as they are willing to stay in the duchy for half a year, and teach their way of fighting. The duke often welcomes those who did well at these tourneys at his table, saying "I prefer the company of honest warriors to that of courtiers."

The finest arms and armor come from this duchy. Brenfield arms the kingdom, and pays great attention to the advancement of the crafts of armoring and weapon-smithing. Duke Paul employs some of the finest enchanters in the realm to produce items of special virtue.

Bards and harpers are also welcome in this duchy. Nothing stirs up the blood of youngsters like good martial music and tales of daring-do, or so the duke believes. The duke encourages men of music to practice their craft, and encourages his citizens to give them honor.

All of this martial posturing has its uses. To the west lie the Border Counties, and beyond them the ever greedy Kingdom of Pridec. Duke Paul, like his ancestors, keeps his duchy strong as a shield against Chokti's enemies.

The Duchy of Gorrin

Gorrin borders the Dreadwood, and that seems to take all of its attention. The smallest of the five duchies, Gorrin is where most of the action takes place. Brenfield may produce the most famous warriors, Dewar the most audacious thieves, Shelby the most powerful mages, and Dargoth the most well-spoken courtiers and traders, but Gorrin makes them into adventurers. Or kills them.

Robert, the current duke of Gorrin, is a man of middle age with a kindly disposition. His wife died some years ago, and he's shown no inclination to remarry. His only child, the Lady Amanda, is said to be the most beautiful woman in the kingdom. Duke Robert has yet to betroth her to anyone, although she's now eighteen. The harpers speak of a secret prophecy regarding Amanda's birth and eventual husband. Naught else is spoken of this prophecy, but Duke Robert seems to pay special attention to those brave adventurers who venture into the Dreadwood.

Gorrin's got a terrible bandit problem. The duke has a standing bounty on bandit heads, and this keeps many an adventurer fed. The real problem is the Dreadwood, however. Some malevolent presence inhabits that forest, and its evil spills out into the otherwise peaceful duchy. Duke Robert would give half his lands to have this problem ended, and often sponsors parties to find out. Few return from the Dreadwood.

The Dreadwood is also said to hold an Elven kingdom. No one knows if the elves are evil or good, but they have no contact

with their human neighbors. It is said that the queen of the elves keeps a terrible tower in which she torments and tests those the elves catch passing through their part of the forest. To experience this adventure, play the solo adventure "The Confidence Course" that follows.



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The Confidence Course

The tower rose up from the center of the majestic forest. You could see that much as you lay there, tied over the back of a horse. You couldn't remember how you came here; you couldn't even remember your name, or your profession. It was if all you were had been wiped from your mind.

Your musings were interrupted as you found yourself inside the tower, now, before a great throne. Seated there was the most beautiful woman you had ever seen. "An elf," part of your mind told you even as the rest of you wondered "What's an elf?" The woman smiled, and spoke to you.

"Ah, you are awake. That is good. How you have come to this place, mortal, does not matter. All that matters is that you are here now. And since you are here, we must do our ancient and dread duty.

"Beneath this tower lies a series of caverns. A way out of this place can be found there, if you are lucky. But there are forces there that will oppose you. If you are lucky, if you prove worthy, you will find your way of these caverns, better for the experience. If you are unworthy, and most are, mortal, most are, you will die down there, and no one will mourn over your bones.

"Prepare yourself. You will be led to a room where you may eat and rest. Some equipment will be provided to you, for your use. When a day has passed, you will be led to the caverns. We will never see you again. You will most likely never be seen again. Guards! Take this mortal away!"

The guards brought you to a small room. True to the elf-queen's words, food was waiting for you, as well as a soft bed.

As you ate, you could not help but wonder. Would you survive the caverns?

Welcome to the Confidence Course, a short solo adventure for the Duel system. Solo adventures are designed to be used by one player, without the need for a GM. There are a few rules that go along with using solo adventurers. For your enjoyment, we suggest you follow them.

At various times in the Confidence Course, your character will be asked to make a decision. Some of the decisions will depend on your character having a specific skill. Others will be simple choices, such as choosing between the right door and the left door. As you make these choices, you will be directed to another paragraph in the adventure. Proceed directly to that paragraph, ignoring what lies in between.

There may be points where your character gets into combat. If so, you'll be provided with the write-ups of your character's foe. It's up to you to run the combat, using the standard Duel rules, in a fair and unbiased manner. If your character wins, well and good. You'll be directed on. If your character loses, it is dead, and you'll be directed to a final paragraph.

At any time during a combat, your character may surrender. Surrender is often preferable to death. If your character does surrender, you'll be directed to a paragraph number that tells you what happens then.

The Confidence Course is meant to be played as an adventure. It is not meant to be read through completely. Reading a paragraph before you are directed there is cheating, and will lessen your enjoyment of this adventure. Well, enough rules. On to the Confidence Course. Good luck! Start with paragraph 1, and proceed from there.

A You are taken to a small room. The guards tell you "Wait here. When it is time for you to begin, the far door will open. Your gods be with you, mortal." The room is perhaps 12' by 12', and is furnished with a cot, a small table, and a lone chair. The only exits are the heavy iron door you came through, and the heavy iron door that the guard pointed out. You sit there, waiting. After a short time, the door you entered through opens, and the guards escort a servant, who is laden down with equipment, into your room. The guards leave, closing and locking the door. The servant is carrying a set of heavy leather armor in your size, and a dagger (or the equivalent, if you don't know how to use knives). The servant drops his load on the table, and begins to move for the door. Do you:

Talk to the servant?

Sit there and wait for the far door to open?

Go to Paragraph N

Go to Paragraph B

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B The servant knocks on the door, and it opens. In the hallway, you can see eight guards armed with swords, and more beyond them armed with longbows. Attacking them would be instant death. The guards let the servant out, leaving you alone in the room. You take the time to put on the armor and check the weapon they left you. Time passes.

After minutes or hours, the far door opens to reveal a stone corridor. Torches every 20' burn to give you more than enough light to see by. As you walk down the corridor, you see signs that no one has been down here in some days, perhaps even weeks. How the torches stay lit, you've no idea. After about 100', the corridor dead ends into a T-intersection. You can go left or right. Do you:

Go Left	Go to Paragraph D
Go Right	Go to Paragraph I

C You bring your weapon up as the orc charges you. You know that the only way to the other side of the chamber is over its dead body.

(The Orc has the following stats: BODY 6, AGIL 3, MIND 3, Movement 5", 12 Hit Points, Sword Skill. It is armed with a shortsword and is wearing no armor. It will fight until it dies.)

If you kill the orc	Go to Paragraph D
If you die	Go to Paragraph M
If you surrender	Go to Paragraph Y

D You stand triumphant over the orc's body. That shortsword sure looks better than your dagger, so you pick it up. Checking the chamber, you see nothing of value, so you continue on through the corridor. You can:

Go back the way you came	Go to Paragraph I
Go on through the corridor	Go to Paragraph Q

E The door is unlocked, and opens into a beautiful sight. A well-stocked armory lies before you, weapons and armor gleaming under the torch light. Heavy armor will help you survive, you think as you move forward. As you step into the center of the room, the door slams shut behind you. You spin, and see an elf, dressed in ring mail, and holding a broad sword, step out. The elf frowns at you. "So, mortal. You would raid the armory. Prepare to die." Glancing down at your puny weapon in dismay, you grab for the nearest large weapon, and prepare to fight this elf.

(The elf has stats of BODY 6, AGIL 6, MIND 6, Movement 6", 18 Hit Points, Sword skill. He is wearing ring mail (protection value 3, -1" movement) and he is holding a broadsword (1D5+1 damage, accuracy mod. 0) Before he attacks, you can grab any large, one- or two-handed weapon from the armory's rack. The elf will fight until he dies.)

If you kill the elf	Go to Paragraph R
If you surrender	Go to Paragraph Y
If you die	Go to Paragraph M

F You walk down the corridor only a short distance before it opens up into a chamber. This chamber is immense, measuring perhaps 200' by 200'. Huge columns seem to support the roof. It is beautifully decorated in red tile, and is richly

appointed with fine furniture and carpets. It also contains two elf warriors. As they approach, you can see that they are both female. You can see a door at the far wall of the chamber. The nearest elf smiles at you. "Welcome to our chamber, mortal. Stay as long as you wish. But be warned! If you care to pass through that door, you'll have to fight us."

You spend some time looking around the chamber, but find nothing much of note. The furnishings are all ancient, but wonderfully crafted. You pause in your searchings, and look up. The opening that you came through is gone! The only way out of this chamber is past the two comely elf-woman.

If the servant told you about the Red Tiles

Go To Paragraph S
If you have Concealment skill, and make successful roll
Go To Paragraph S
Otherwise
Go To Paragraph G

G As you come to that realization, the two elf women attack!

(The elves have stats of BODY 5, AGIL 7, MIND 6, Movement 6", 18 Hit Points, Sword skill. They are wearing ring mail (protection value 3, -1" movement) and are using broadswords (1D5+1 damage, accuracy mod. 0). The elves will fight until they are down to 5 hit points or less, at which time they will collapse to the ground, unconscious.)

If you win	Go to Paragraph T
If you die	Go to Paragraph M
If you surrender	Go to Paragraph Y

H The door opens into a cavern that is so vast your mind cannot comprehend it. You walk forward looking for the beast, or for an exit! As you near the center of the cavern, you hear a fierce roar, followed by some huge, dragon-like being leaping at you! You realize that this is no true dragon. It cannot breathe fire, or cast spells. But it has a terribly huge mouth, and sharp, sharp claws, and it is coming right for you. You brace yourself, realizing that there is no surrender here!

(The dragon-kin is truly dangerous. It has stats of BODY 13, AGIL 4, MIND 2, Movement 9" and 24 hit points. Its hide will stop 3 points of damage. Its fierce claws will do 1D10+1 damage, and it has a 9 or less to hit with them. It will fight until death.)

If you win	Go to Paragraph U
If you lose	Go to Paragraph L

I You take the right branch, and walk for what seems like miles. After you knows how long, the corridor opens into a wide chamber, 60' by 60'. A corridor leads out from the chamber on the opposite side. Standing in the center of the room is a horrible orc. He smiles as he sees you and says "Die, human!" He raises his shortsword, and rushes towards you. Do you:

Stand and fight	Go to Paragraph J
Turn and run the other way	Go to Paragraph V
Try to run past him, and out the other side of the room	Go to Paragraph Z

The DUEL System

J You bring your weapon up as the orc charges you. You know that the only way to the other side of the chamber is over its dead body.

(The Orc has the following stats: BODY 6, AGIL 3, MIND 3, Movement 5", 12 Hit Points, Sword Skill. It is armed with a shortsword and is wearing no armor. It will fight until it dies.)

If you kill the orc	Go to Paragraph W
If you die	Go to Paragraph M
If you surrender	Go to Paragraph Y

K This corridor turns and curves for a short distance. The walls are of rough hewn stone, as if the artisans didn't even bother to finish it. As you move, you lose all sense of time and distance, and thus don't know how long it takes you to reach the small door at the end of this corridor. Having no other place to go, you open the door and move into a room.

A well-stocked armory lies before you, weapons and armor gleaming under the torch light. Heavy armor will help you survive, you think as you move forward. You may equip yourself as you see fit. *(You can equip yourself with any armor up to ring mail, any shield up to a large shield, and any melee weapon you wish.)* Done arming yourself, you step towards the way out of here, a stout iron door. As you approach it, an elf, dressed in ring mail and holding a broad sword, steps out. The elf frowns at you. "So, mortal. You would raid the armory. Prepare to die." You ready yourself.

(The elf has stats of BODY 6, AGIL 6, MIND 6, Movement 6", 18 Hit Points, Sword skill. He is wearing ring mail (protection value 3, -1" movement) and he is holding a broadsword (1D5+1 damage, accuracy mod. 0). The elf will fight until he dies.)

If you kill the elf	Go to Paragraph X
If you surrender	Go to Paragraph Y
If you die	Go to Paragraph M

L You are standing in a well-lit chamber that holds a table with a gourmet feast upon it. Suddenly hungry, you dig into the food. A voice booms out, seemingly from the walls themselves. "Congratulations, warrior. You have survived, and been found worthy. Eat and refresh yourself, and then sleep. Your memories will be returned to you, and you will be transported home. May your gods be with you!"

You finish eating, and stretch out on the bed you discover behind a curtained alcove. You are so tired. As you sleep, you dream of your life, and of who you were. You awaken in your bed, back where you remember you should be. It was all a dream! You sit up, and notice the equipment you won lying in a corner. Or was it?

You beat the confidence course! Take 5 Build Points as experience, and keep whatever equipment you managed to grab while you were there. Now you are ready for some real adventure!

M You scream as you feel life depart from your body. You scream with the agony of death, and sit bolt upright in bed! It was all a dream! A dream, yet why do you feel so unworthy?

You failed the confidence course, but you still learned something. Take 2 Build Points as experience, and may your future adventures go better!

N The servant looks around nervously, and gestures for you to lower your voice. "Aye," he says, "Many people have been sent through that door. None return. Well, that is not strictly true. Those that surrender return here. They are given time to rest and heal, and are then sent back down again. There is no escape by surrender, no there is not. Now, I must go, before the guards..." His voices dies down to an incoherent mutter.

If you have Conversation Skill	Go to Paragraph AA
Otherwise	Go to Paragraph B

O You take the left branch, and walk for some time. After ten or fifteen minutes, the corridor opens into a wide chamber, 30' by 30'. A corridor leads out from the chamber on the opposite side. Standing in the center of the room is a man. He smiles as he sees you, and you can see from his tusks that he is an orc, not a man. He says "Ah, fressh blood. I have been waiting sso long. Come, little man. Kill me, and you can leave." He raises his shortsword, and begins to move towards you. Do you:

Stand and fight	Go to Paragraph C
Turn and run the other way	Go to Paragraph BB
Try to run past him, and out the other side of the room	Go to Paragraph P



The DUEL System

P You run past the orc, towards the other corridor. As you pass it, the orc strikes at your back with its shortsword. It connects. Take 1D5-1 Damage, and go to Paragraph Q.

Q You wander through more corridors for what feels like hours. Finally, you notice a door to your right. Do you:
Go through the door Go to Paragraph E
Continue down the corridor Go to Paragraph F

R You fall back against the wall, breathing hard. That was a tough fight, but you won. You killed your foe, and now have the run of the armory. You can equip yourself with any armor up to ring mail, any shield up to a large shield, and any melee weapon you wish. As you search the armory, you find a small jar of healing salve. Rubbing it into your wounds makes you feel better. Roll 1D5, and heal that many hit points. Armored, equipped, and partially (or fully healed) you are ready to continue. The door yields to your touch, and you continue down the corridor. Go to Paragraph F.

S Your searchings around have found a hidden door in the third pillar. You glance back to the two elves, who are smiling at you, and then slip into the corridor you find past the door. You walk for some distance before coming to another chamber. You enter it. Go to Paragraph L.

T You stand over the bodies of your defeated foes. Nothing you can do will rouse them. As you stand there, a strange light begins to emanate from their armor. The light passes over you, and you are healed of all your wounds. The women begin to stir as they, too, are healed. They stand before you can do anything, but take no hostile moves.

One of them speaks. "You may be worthy. My sister and I hope so. Beyond the door lies a great beast, a dragon-kin. To leave this place, you must defeat it. You have proven to be a valiant warrior. But you will need more than your skill." The silent elf steps to one of the giant columns, and opens a hidden door to reveal a small closet. Inside the closet is a suit of shining plate armor. "Please, take this armor. It will aid you against the beast." You allow them to assist you with the armor. Immediately, you feel much stronger, much more confident.

(The armor acts as plate armor with these stats: Defense Value: 5, Movement Modifier -2. It adds +5 to your BODY score while you wear it.)

"The magic of the armor will not last beyond the one fight. But it should give you an advantage over the beast. Go now!" You move to the door. Go to Paragraph H.

U You gaze at the body of the beast you have just slain. As you stand there, you can feel the magic depart from the armor. Well, at least it served you during the battle. You gaze around for the exit, and see none, not even the door you enter through. As that knowledge sinks in, a strange green glow surrounds you, and transports you away. When it clears, you are standing in a chamber. Go to paragraph L.



V As you run, you can hear the orc's subhuman laughter following you, but no footsteps. You realize that it didn't chase you. Catching your breath you make up your mind which way you should go. Do you:

Go back to the orc	Go to Paragraph I
Move the other way	Go to Paragraph D

W You stand triumphant over the orc's body. That shortsword sure looks better than your dagger, so you pick it up. Checking the chamber, you see nothing of value, so you continue on through the corridor. You can:

Go back the way you came	Go to Paragraph D
Go on through the corridor	Go to Paragraph K

X You fall back against the wall, breathing hard. That was a tough fight, but you won. As you search the armory further, you find a small jar of healing salve. Rubbing it into your wounds makes you feel better. Roll 1D5, and heal that many hit points. Armored, equipped, and partially (or fully) healed, you are ready to continue. The door yields to your touch, and opens into another corridor. Go to Paragraph F.

Y Your opponent looks at you in scorn as you surrender. Nothing is said as a blue light surrounds you, and whisks you back to the small room from which you started. You spend some time, resting and healing. The guards enter while you are sleeping, and take all of your equipment, except for the leather armor and dagger that they originally armed you with. Finally, after some time, you are healed. Go to Paragraph B.

The DUEL System

Z You run past the orc, towards the other corridor. As you pass it, the orc strikes at your back with its shortsword. It connects. Take 1D5-1 Damage, and go to Paragraph K.

AA The servant pauses as you engage him in conversation. Any clue he could give you would help. He seems to think, and then turns back to you. "There was one thing I heard, yes, one thing. In the Room of the Red Tiles, you must go to the third column, and search. There you will find salvation, yes! That's all I know." Once again, he begins to mutter to himself. Go to Paragraph B

BB As you run, you can hear the orc's subhuman laughter following you, but no footsteps. You realize that it didn't chase you. Catching your breath you make up your mind which way you should go. Do you:

Go back to the orc
Move the other way

Go to Paragraph D
Go to Paragraph I

Aftermath

The Confidence Course was designed to give you A) a chance to use the mechanics in combat and B) get a feeling for the flavor of the DUEL Universe. Did you win? Congratulations! Did you lose? Too bad, but I know you tried hard. Why don't you give it another shot, and try to make different decisions. Remember that the bottom line of this is to have fun.

By the way, did you enjoy the solo? Would you like to see more of them? If so, drop us a note at the address listed in the front. If there is enough interest, we would really like to do more!

Design Notes

Probably the hardest part of Duel is learning to build good characters. Good characters will come with time, but we might be able to give you some advice and tips on what to do and what not to do when building characters.

First off, remember that Duel was designed to be a simple simulation of man-to-man or man-to-monster combat. While there are many character conceptions that are not combat-intensive, it rarely pays to play a character that is combat ineffective in a fantasy role-playing game. Most confrontations are solved with force and brains. You can get away with a lot if you think fast and well, but sometimes combat is not avoidable. Prepare for that.

The biggest problem with building characters is trying to do everything at once. It is impossible, on 35 Build Points, to have a character with high Main Stats, lots of skills, and magic. It just won't work. You have to limit your scope, and sacrifice something when building the character. Here are some tips:

It's impossible to have high score in all three Main Stats to start. Concentrate on either having average stats, or having one

high stat. A four or five in one or two of the main stats is perfectly acceptable. You can always improve them later with experience.

Skills are nice to have, but your starting skill roles are going to be low. A few well-invested Build Points in buying up a skill roll or two can help compensate for a low stat. This works well for combat skills, as well.

Remember that combat skills can be improved.

Magic gets real expensive. Don't try to do everything. Concentrate on one or two of the aspects, and improve yourself as you go along.

Keep in mind that your character will be earning more Build Points, the more you play. Use these points to improve whatever deficiencies you find during play, and to bring the character up to the original conception you had.

We hope you enjoy playing DUEL, and that your characters will be strong and survive. If you have any comments on the game, you can reach us through the address at the front of the book. Good luck out there!

R.A.G, B.H., P.A.L.
Summer 1992

And by the way...

If you are too excited to wait for us to publish one of our Worldbooks, then be sure to check out "Over The Edge" by Jonathan Tweet, published by Atlas Games. It includes a conversion to the DUEL System. A more exotic and exciting setting would be hard to find! Not for the faint of heart, this game is loads of fun. Crunchy Frog says check it out! PAL



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